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SUPER METROID

Massive Action, Mega Moves

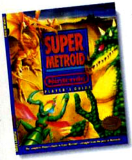
NEW SUPER GAME BOY
Full-screen color action

"Super" Metroid Offer Next Page

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

YOU'D RATHER BE CAUGHT IN THIS

THAN ON ZEBES WITHOUT A SUPER METROID PLAYER'S GUIDE



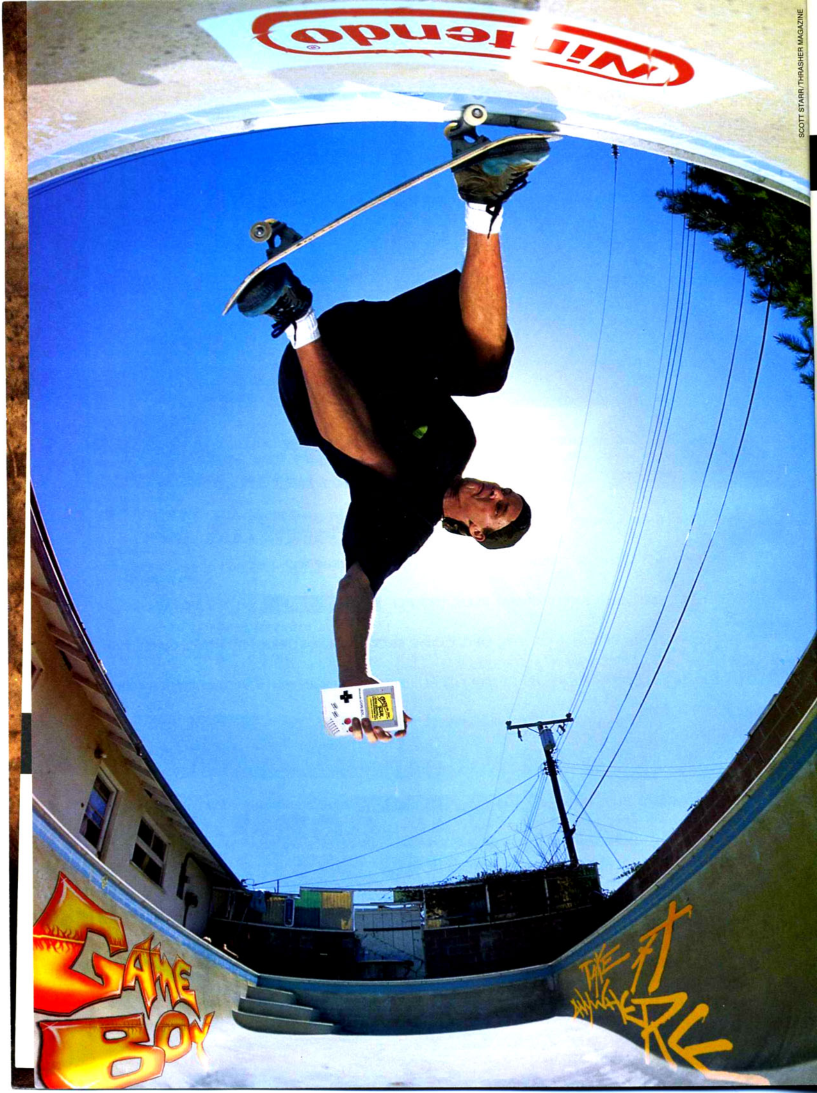
TO STAY ALIVE IN THE NEW 24 MEG SUPER METROID, YOU BETTER BE LIGHT ON YOUR FEET. AFTER ALL, WE'RE TALKING ABOUT THE BIGGEST METROID GAME YET — AND THE BIGGEST NINTENDO GAME EVER! JUST TRY TO THUMB YOUR WAY THROUGH SIX NEW WORLDS OF ADVENTURE. YOU'RE UP AGAINST MORE METROIDS THAN EVER BEFORE. AND 24 MEGS OF ACTION THAT'LL TOSS YOU RIGHT ON YOUR TENDER LITTLE TUTU! BUT THERE IS ONE SECRET WEAPON YOU SHOULD KNOW ABOUT. RENEW FOR A YEAR IN THE *NINTENDO POWER* SUPER POWER CLUB FOR $18 (OR JOIN NOW) AND GET A FREE SUPER METROID PLAYER'S GUIDE. THAT'S 128 FULL COLOR PAGES OF SECRET TIPS TO HELP YOU BOWL OVER THE BOSSES LIKE BALLERINAS! PLUS, YOU'LL GET $10 BACK WHEN YOU SEND IN YOUR CLUB ORDER FORM AND THE UPC CODE FROM YOUR SUPER METROID GAME PAK. YOU'RE ALSO GONNA PICK UP 12 TIP-FILLED ISSUES OF *NINTENDO POWER* MAGAZINE. MORE GREAT GAME PAK DISCOUNTS. PLUS, THE RIGHT TO ORDER COOL GEAR FROM THE SUPER POWER SUPPLIES CATALOG. AND MORE! BUT YOU'VE GOTTA GET THE GAME AND SEND IN YOUR MEMBERSHIP BEFORE JULY 31 TO GRAB IT ALL. IF YOU CAN'T WAIT 'TIL THEN, JUST CALL 1-800-255-3700, AND TELL 'EM YOU WANT OFFER #2147 NOW! SO IF YOU CAN HANDLE 24 MEGS OF ATTITUDE, GO FOR IT! BUT DON'T FORGET YOUR FREE GUIDE, BECAUSE THE ONE THING THAT LOOKS WORSE THAN PINK TIGHTS IS GETTING CAUGHT ON ZEBES WITH YOUR PANTS DOWN.

BIG TEN
BUCK
REBATE

Galactic battle is great, but nothing's as rewarding as the Club. $18 for a ton of cool stuff. Plus, $10 back when you buy Super Metroid.

The Mother Brain is just ahead, but it'll take all the weapons and guts you've got to ice Kraid, Phantoon, Draygon and Ridley.

NINTENDO POWER
SUPER POWER CLUB



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GAME BOY
TAKE IT ANYWHERE

SCOTT STARR/THRASHER MAGAZINE

SCOTT STARR/THRASHER MAGAZINE

NINTENDO POWER
MAY 1994 VOLUME 60

CAPT. ZOOM:
THAT'S WHY YOU'RE GOING TO
STOP ZORA

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I loved the cover of the Bonus Issue! I think you should make more like it. I thought the milk caps were excellent. I didn't open them because my dad and I are collectors. I have tons of non-sport milk caps. These will go great in my collection. Thanks!

Josh Holden
St. Ann, MO

How did I like this year's Bonus Issue compared to last year's? To tell you the truth, I loved both, but last year's had more in it. The only thing better in this year's issue was the Stare-eo-grams. Those were awesome, and everyone else that I had try them couldn't put it down. It seemed like it went around my whole school. My mag ended up getting bent and ripped because so many people tried it. It made me mad, but everyone enjoyed them as much as I did. I hope to see more in future Bonus Issues. I think you should have more Bonus Issues.

Melissa Carbray
Chicago, IL

I think that last year's Bonus Issue was better. It had more "extras" in it than this year. But I did like the cover this year. This Christmas, I got a Sega Genesis and Mortal Kombat. It was a mistake. My Super NES version of Mortal Kombat was a lot better, especially the graphics.

Gary Clendenin
Franklin, OH

You are doing a great job in stabilizing and perfecting your company by your honesty in "Now Playing," keeping video games sane (Mortal Kombat), and refraining from bombing Sega for their commercials that constantly degrade Nintendo. I'd also like to comment on the Super NES and how it holds its ground against other systems and even CD-ROMs. I've stuck with Nintendo ever since it came out and watched it grow. I'd just like to say thanks for the fun and keep up the good work!

Ferdinand deVera
El Cajon, CA

Your '94 Bonus Issue was a ton cooler than '93. The Stare-eo-grams are really, really awesome. For the longest time, I couldn't do them, but now I can. Get more—quick! Keep up the good work!

Brian Chapman
Fenton, MO

This year's cover was an excellent idea. I'm not a Mega Man fan, but it was a nice touch. The "Only in Japan" section was such a bore. It would have been better if the article focused on what was coming out rather than what did not make it. What I really enjoyed was the Power Index. Now I know the release dates of past and present games. I also enjoyed reading about the top titles of 1993. The Sound Success article was OK, but the Stare-eo-grams and the milk caps were the low points. Overall, this year's Bonus Issue was good, but it will never be as good as last year's.

Dawn Miley
Brooklyn, NY

ENVELOPE ART SHOWCASE

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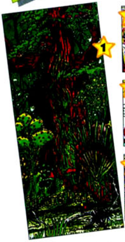

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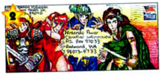

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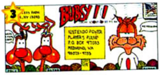

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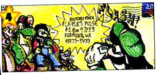

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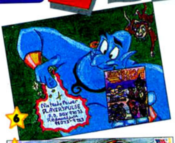

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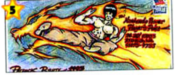

PLEASE NOTE: In order for your artwork to be featured in future Envelope Art Showcases, we request that you include your return address on the **back** of the envelope **only**. Thanks!

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1) Brandon Drukenbrod - Fayetteville, NC
2) Ethan Trenton Halvorsen - Layton, UT
3) Dan Park - Liverpool, NY
4) Angela Krasinski - Erie, PA
5) Patrick Reutz - San Diego, CA
6) Sara & Alan Wang - Scarborough, ON

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

Summer is coming soon! We realize that you don't want to think about the fall season and back to school and so forth, but it is time to start thinking about the third Super Power Supplies catalog! With a "Back to School" theme in mind, we'd appreciate your input about products you'd like to see in the third catalog.

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PLAYER'S PULSE
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NHL ALL-STAR GAME CONTEST WINNER!

Jeremy Peterson, from DeForest, Wisconsin, was chosen as our Grand Prize winner in the Player's Poll Contest from Volume 54. A trip to Metropolis was in store for the Super Power Club member. Jeremy and his mother, Kathy, arrived in New York City on a Thursday evening. However, the hockey game wasn't until Saturday, so that left plenty of time to see some sights. Some of the stops included the Empire State Building, Times Square, Museum of Natural History, Planet Hollywood and, of course—a NP tradition, the Hard Rock Cafe! With lots of shots on goal, the hockey game was really exciting! The Eastern Conference pulled out the win by a score of 9 to 8.

EDITOR'S CORNER

Recently, I've been reading some letters from Super Power Club members who are disappointed that the number of NES reviews in Nintendo Power is on the decline. Unfortunately, that does seem to be the case. There are some great NES games in development, but licensee companies are currently concentrating the a major portion of their development efforts on Super NES titles. Without a wealth of NES titles out there to review, we have to stick to our policy of only reviewing games that prove themselves to be worthy of coverage by scoring high while going through Nintendo's evaluation process.

Gail Tilden
Editor-in-Chief

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VOLUME 60 - MAY 1994
Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
Nintendo Power is published at $42 per year in the U.S.A. ($54 in Canada) only by Nintendo of America Inc., 4820-150th Ave. N.E., Redmond, WA 98052.

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SUPER METROID®

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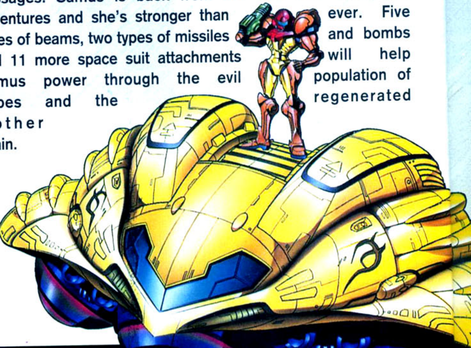
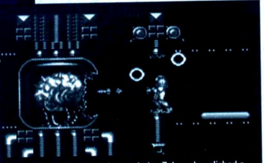
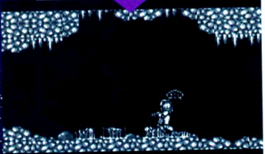
Soar into space with bounty hunter Samus Aran and take on the pirates of Planet Zebes in a Super NES battle to end all battles. Super Metroid from Nintendo is a 24-megabit adventure with weapons and special items galore, a ton of slimy bug-like aliens and a world full of underground catacombs and secret passages. Samus is back from her NES and Game Boy adventures and she's stronger than ever. Five types of beams, two types of missiles and bombs and 11 more space suit attachments will help Samus power through the evil population of Zebes and the regenerated Mother Brain.

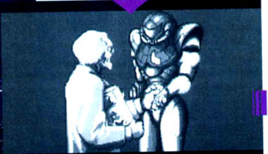




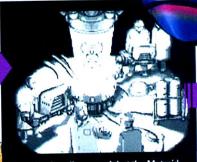
Years ago, Samus Aran descended to Zebes, demolished a Metroid army and destroyed the Mother Brain.



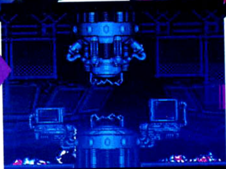
After Zebes was taken care of, Samus blasted the Metroid population of SR388 and discovered a hatchling.



Samus took the Metroid hatchling to Ceres Space Station for the scientists to study and look after.



The scientists discovered that the Metroid hatchling had energy-producing characteristics.



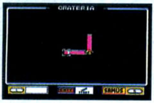
Answering a distress call, Samus returned to the Space Station to find the lab in ruins.

ADVENTURER ASSISTANCE

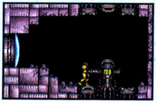
As you guide Samus through the hostile environment of Planet Zebes, you'll discover several features and items that will be a real help. Shown below are a few of the tools at your disposal. Use them wisely and plan ahead as you venture below the planet's surface.

AUTOMATIC MAP

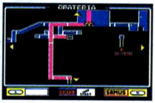
Stay on course by accessing the automatic map screen.



The subscreen map automatically keeps track of where you've been.



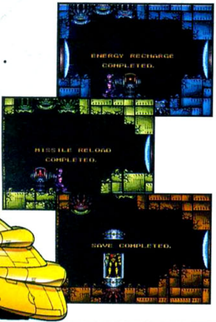
You can tap in to a map device in each of the Zebesian areas.



The map device shows you the layout of the area that you're in.

REST STOPS

Fighting off the aliens of Zebes tends to take a lot out of you. There are several stations in the planet where you can stop and re-energize or save your progress.



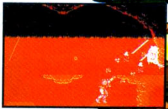
ENERGY RECHARGE COMPLETED.

MISSILE RELOAD COMPLETED.

SAVE COMPLETED.

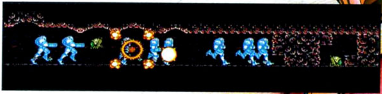
EXTRA ARMOR

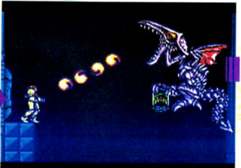
There are two powerful suits that add armor to Samus Aran's already strong space suit. The Varia doubles her resistance to enemy contact. The Gravity Suit quadruples her strength and allows for underwater mobility.



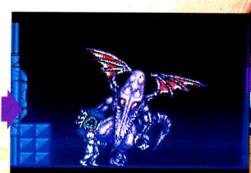
BOOSTER BURST

Samus will get a real burst of speed when she straps on the Speed Boosters. These boots will send her sailing through corridors at a sonic blur.

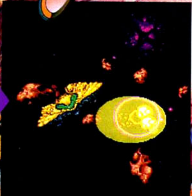




The pirate Ridley was at the station waiting for Samus, with the hatchling in its claws.



After a short fight, Ridley made its escape with the hatchling and took off for Zebes.



Samus fled from the station as it self-destructed and set a course for the pirate's planet.

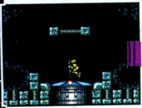
CRATERIA

The surface area of Zebes is awash in acid rain. This is where the real adventure begins. Crateria serves as a portal to the Zebesian underground. A series of cave-like corridors, populated by relatively weak creatures, leads to the huge area of Brinstar and to the ancient Wrecked Ship.

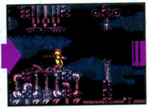
PLANET ZEBES
CRATERIA
BRINSTAR
NORFAIR

JOURNEY TO THE PAST

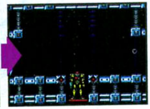
This adventure on Zebes begins where the last one ended.



A floor door leads to old Tourian.



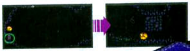
This was once the Zebesian Command Center.



An elevator leads to another familiar area.

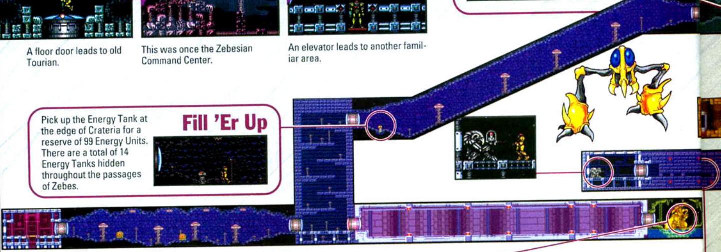
Blast and Go

Once you're equipped with Bombs, you can blast through to the next corridor.



Fill 'Er Up

Pick up the Energy Tank at the edge of Crateria for a reserve of 99 Energy Units. There are a total of 14 Energy Tanks hidden throughout the passages of Zebes.



BRINSTAR

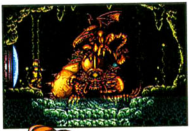
Power-Up Before You Go

There are several items that you should have before you leave Crateria for Brinstar. They are:

- One Energy Tank
- Bombs
- Missiles

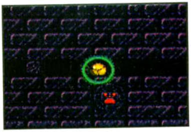
Golden Gateway

This statue of the four area leaders of Zebes blocks the entrance to the new Tourian Command Center.



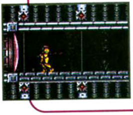
Blast the Blocks

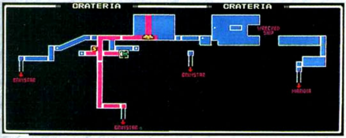
After you secure the Bombs, you can roll into this narrow passage, break the blocks, then collect more Missiles.



One-Way Door

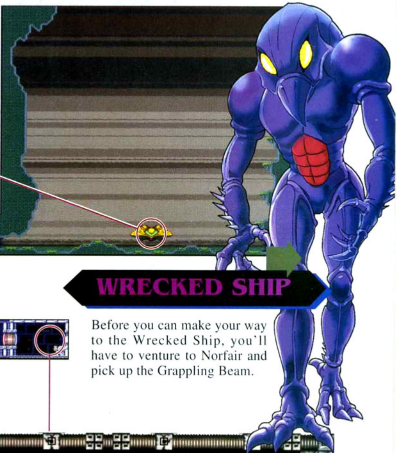
If you run to the right at the bottom of the long Craterian shaft, you'll come across old Tourian. If you run to the left, you'll encounter a door that can only be opened from the other side. You will encounter another one-way door at the end of your journey.





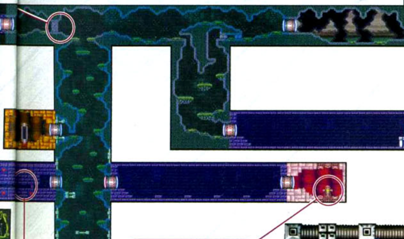
Recharge

Samus' ship serves as home base. You can return to the ship at any time to fill up on Energy and Missiles and to save your progress on the built-in battery.



WRECKED SHIP

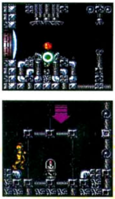
Before you can make your way to the Wrecked Ship, you'll have to venture to Norfair and pick up the Grappling Beam.



Map Device

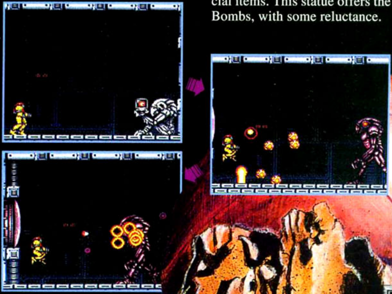
Missile Moves

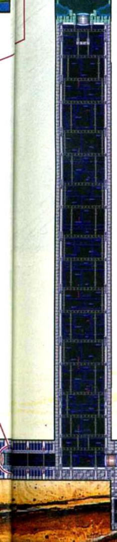
There are four Missile Units in Crateria. Collect them all for a 20-Missile capacity.



BOMB BATTLE

Long before the pirates took over Zebes, the Chozo Bird People ruled the planet. Statues of the birds are scattered throughout Zebes with their hands outstretched to offer special items. This statue offers the Bombs, with some reluctance.

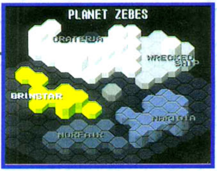




BRINSTAR

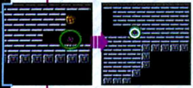
BRINSTAR

Brinstar is an underground hideout for enemy insects and poisonous plants. You'll begin by making your way through jungle-like surroundings, fighting off bugs and flying Kihunters. Then, you'll move on to the sandy region of the west and take on the huge Spore Spawn in a battle for the Super Missiles.



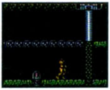
Brick Blast

The gray brick barrier of this area will prove to be easy to roll through. Just roll up and blast.



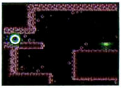
A Need for Speed

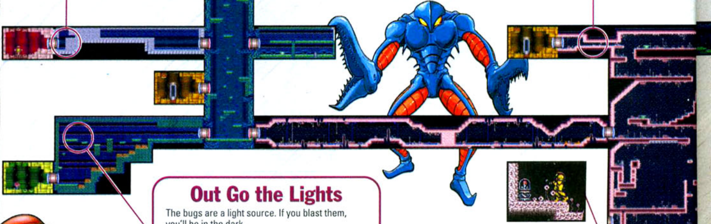
The falling gates will block your way unless you have the extra acceleration of the Speed Booster.

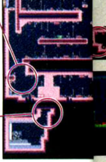


Save!

Blast the block here and roll to a Save Point.

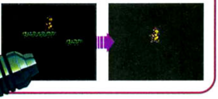






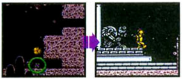
Out Go the Lights

The bugs are a light source. If you blast them, you'll be in the dark.



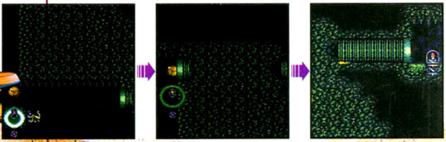
Charge!

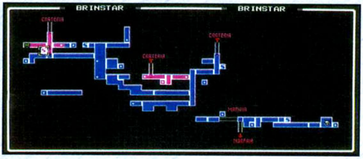
Bomb and roll in this area for the Charge Beam.

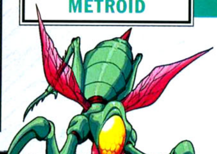


Reach for the Tube

It is possible to set several progressive Bombs and send Samus soaring to otherwise unreachable heights. You can use this technique to enter a tube here.

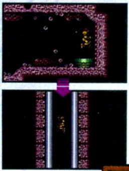


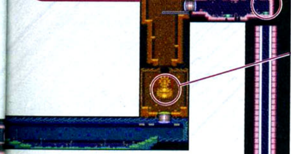




Breakaway Tube

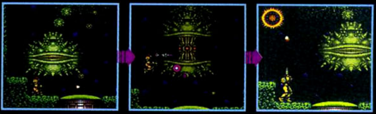
The green pipe at the end of this corridor breaks apart when Samus steps on it, sending her down a long shaft.

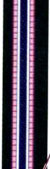




SPORE SPAWN

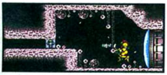
The Spore Spawn of Brinstar holds the key to blasting through Green Doors and certain strong blocks. Its only weakness is at its core. Lay low as the plant floats around the room, then blast it with Missiles when it stops and opens up.

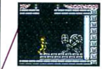


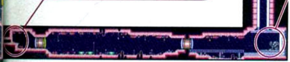


Super Block

Use your newly acquired Super Missiles to blast this block.



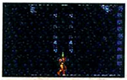


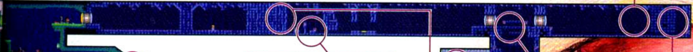


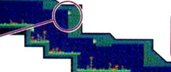
CRATERIA

Energy Unveiled

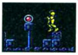
Samus will remember from her first adventure on Zebes that there is an Energy Tank in the ceiling here. She'll need Hi-Jump Boots to get it.

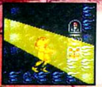


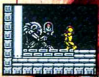


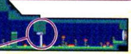


Morphing Ball



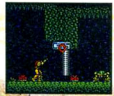






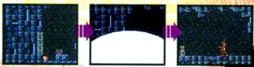
Power Plus

Take the Super Missiles and give Samus the power to blast open Green Doors.



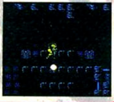
Use Power for More Power

If you have the Power Bombs, you can use them left of the Morphing Ball pedestal in order to find more Power Bombs.

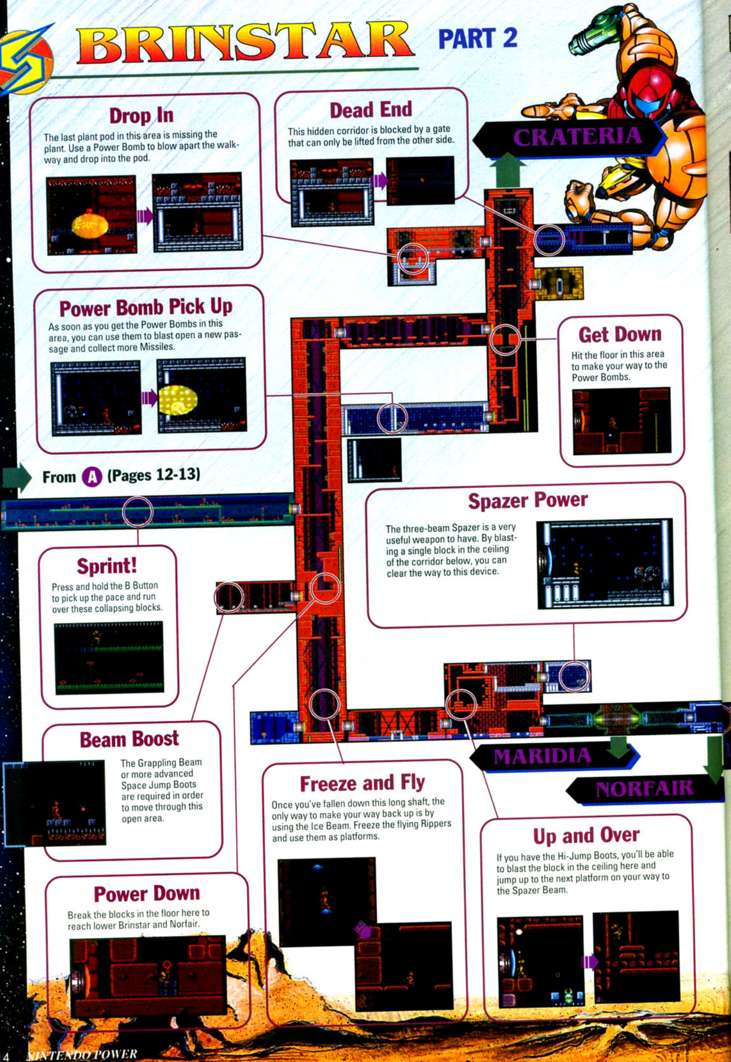


Beam Key

There is a variety of blocking gates on the planet. This one will open with a blast from your beam on the blue light.



BRINSTAR PART 2



From Ⓐ (Pages 12-13)

Drop In

The last plant pod in this area is missing the plant. Use a Power Bomb to blow apart the walkway and drop into the pod.

Dead End

This hidden corridor is blocked by a gate that can only be lifted from the other side.

Power Bomb Pick Up

As soon as you get the Power Bombs in this area, you can use them to blast open a new passage and collect more Missiles.

Get Down

Hit the floor in this area to make your way to the Power Bombs.

Spazer Power

The three-beam Spazer is a very useful weapon to have. By blasting a single block in the ceiling of the corridor below, you can clear the way to this device.

Sprint!

Press and hold the B Button to pick up the pace and run over these collapsing blocks.

Beam Boost

The Grappling Beam or more advanced Space Jump Boots are required in order to move through this open area.

Freeze and Fly

Once you've fallen down this long shaft, the only way to make your way back up is by using the Ice Beam. Freeze the flying Rippers and use them as platforms.

Up and Over

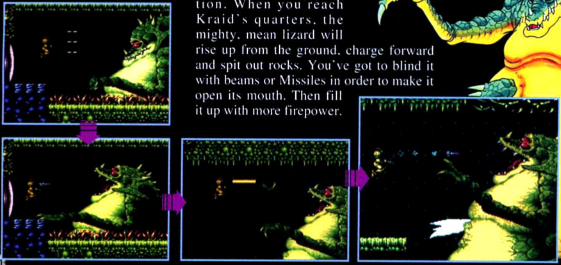
If you have the Hi-Jump Boots, you'll be able to blast the block in the ceiling here and jump up to the next platform on your way to the Spazer Beam.

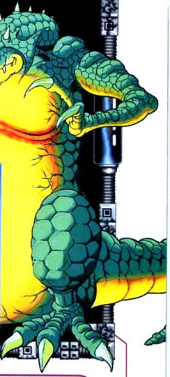
Power Down

Break the blocks in the floor here to reach lower Brinstar and Norfair.

CLASH WITH KRAID

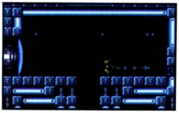
The leader of Brinstar is much larger and much stronger than he was in his previous incarnation. When you reach Kraid's quarters, the mighty, mean lizard will rise up from the ground, charge forward and spit out rocks. You've got to blind it with beams or Missiles in order to make it open its mouth. Then fill it up with more firepower.





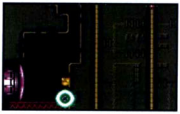
Missile Stage Right

Use a Super Missile on the right wall of the elevator room to gain passage to Kraid's domain.



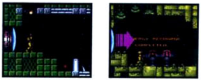
Blast Over

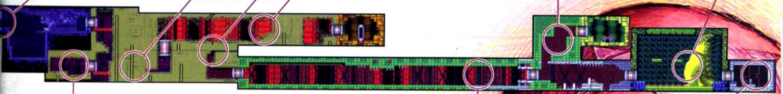
The door on the left won't open until you take care of Kraid. Bomb your way to the right and keep moving.



Take a Break

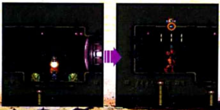
By breaking through the ceiling, you can reach Missile and Energy Recharge Stations.





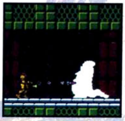
Flea Fight

After you defeat Kraid, you'll be able to break through the Metal Door in this area and enter a room full of powerful one-eyed fleas. Take them out with Bombs and Missiles, then search for an Energy Tank.



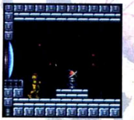
Mini-Kraid

On your approach to Kraid, you'll encounter a small version of the lizard. Plug it with a pair of Missiles.



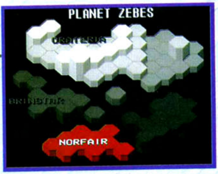
Varia Suit

The room to the right of Kraid holds the Varia Suit. Grab it for twice the armor strength.



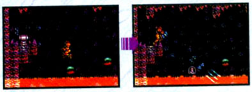
NORFAIR

The fiery area of Norfair is filled with lava and hard-shelled creatures who can withstand the heat. The air is so hot in some areas that Samus will lose energy by just being there unless she has the protective Varia. This strong suit can be found in nearby Brinstar, next to the leader, Kraid.



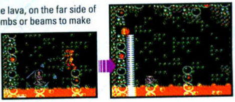
Bring in the Reserves

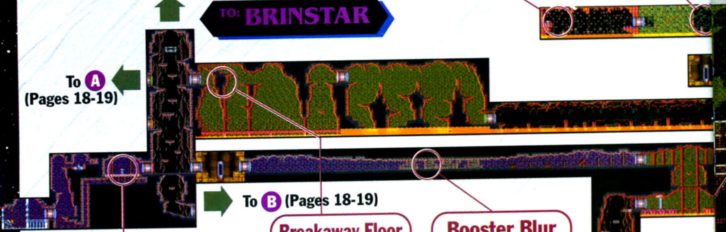
By entering this hidden chamber, you can collect a Reserve Tank and another Missile Unit.



Missiles and More

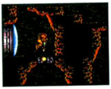
There's a gate under the lava, on the far side of this room. Hit it with Bombs or beams to make it rise and create a platform to the next room.





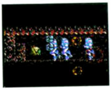
Breakaway Floor

Fire down here to gain easy



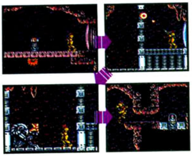
Booster Blur

Use the Speed Booster to fly through the blocks and bugs here.



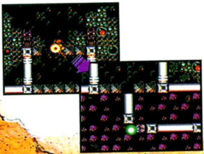
Grab a Tank, Boots and Missiles

You'll find several special items in this lucrative area.



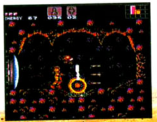
Bomb and Roll

This section of Norfair is a maze of narrow, hidden passages. Use the Bombs to break through the obstacles and keep rolling until you reach the end.



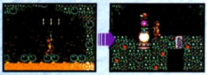
Power-Up

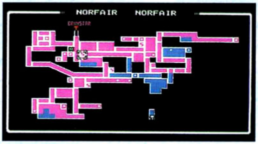
Bugs pop out of this hole at a constant rate. Blast them and collect the items that they leave behind.



Power-Up Hideaway

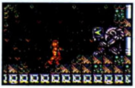
By breaking through the ceiling here, you can reach an easy Power-Up point.





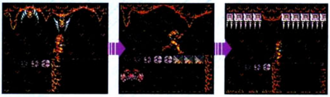
Speed Booster!

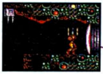
Grab the Speed Booster here, then back up and use it to run over the rising lava.



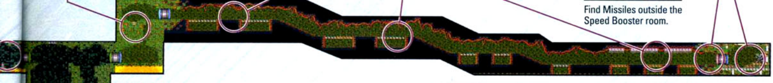
Use Speed to Avoid Danger

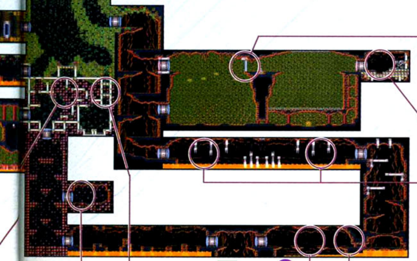
Dash to the end of this corridor, holding the B Button, and you will avoid falling into the pits.





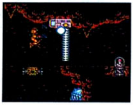
Find Missiles outside the Speed Booster room.





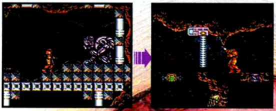
Fire and Fly

Hit the light above this blocking gate to make it rise out of the way. Then jump from the sinking platform to solid ground.



The Power of the Wave

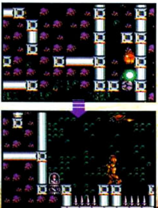
The Wave Beam is in the far right room of this area. Take it, then use it to make the gate rise out the way from the other side.



To D (Pages 18-19)

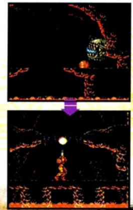
Zig Zag

Roll up into the Ball and fall into this area with a zig-zagging pattern. Then jump over the spikes and collect the



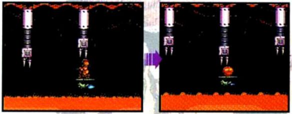
Earthquake!

Keep moving, morph to roll through the passage under the Fune, then fire up through the ceiling.

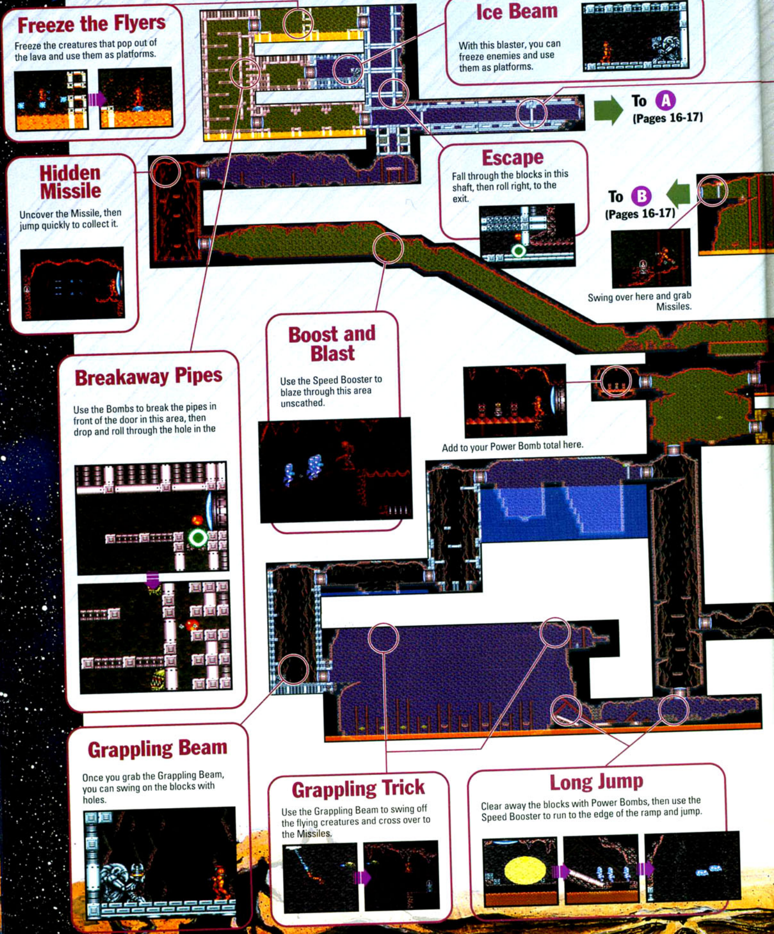


Stay Low

Some of the spikes are very low in this area. Roll up and ride them out, then straighten up and jump to the next moving platform.



NORFAIR PART 2



Freeze the Flyers

Freeze the creatures that pop out of the lava and use them as platforms.

Ice Beam

With this blaster, you can freeze enemies and use them as platforms.

To Ⓐ
(Pages 16-17)

Hidden Missile

Uncover the Missile, then jump quickly to collect it.

Escape

Fall through the blocks in this shaft, then roll right, to the exit.

To Ⓑ
(Pages 16-17)

Swing over here and grab Missiles.

Boost and Blast

Use the Speed Booster to blaze through this area unscathed.

Add to your Power Bomb total here.

Breakaway Pipes

Use the Bombs to break the pipes in front of the door in this area, then drop and roll through the hole in the

Grappling Beam

Once you grab the Grappling Beam, you can swing on the blocks with holes.

Grappling Trick

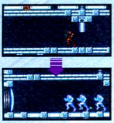
Use the Grappling Beam to swing off the flying creatures and cross over to the Missiles.

Long Jump

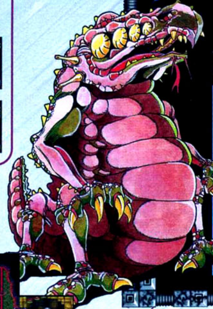
Clear away the blocks with Power Bombs, then use the Speed Booster to run to the edge of the ramp and jump.

Booster Run

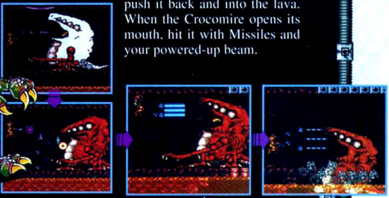
By using the Speed Booster, you can run past the falling gates here.



SINK THE CROCOMIRE!!

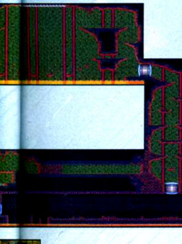


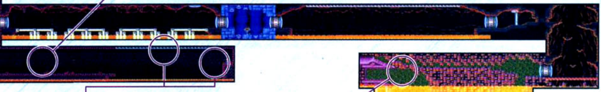
The massive Crocomire cannot be destroyed by Missiles or beams. You must use your firepower to push it back and into the lava. When the Crocomire opens its mouth, hit it with Missiles and your powered-up beam.



To C (Pages 16-17)

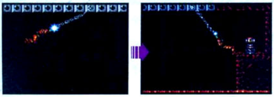
To D (Pages 16-17)





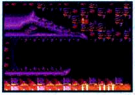
Swing for Energy

Once you have the Grappling Beam, you can swing over the Crocomire's lava pit and grab an Energy Tank on the other side.



More Norfair

This portal leads to another large area in Norfair. The adventure continues!



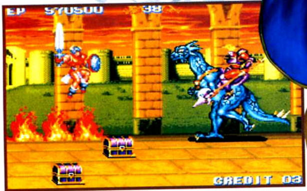
ARM YOURSELF WITH THE SUPER METROID PLAYER'S GUIDE

These pages just scratch the surface of the Planet Zebes! Samus Aran's greatest challenges are yet to come, but you don't have to face the sinister forces of the Mother Brain alone. Arm yourself with our 112-page Super Metroid Player's Guide, the galactic warrior's most prized travel companion. It features complete, full-color maps and a gigantic, fold-out poster of the entire planet. It's the definitive source for Zebes secrets and Samus strategies! Don't go into battle unequipped—order your Super Metroid Player's Guide now, while supplies last, from your Super Power Supplies Catalog!

Look for More Info in the Super Metroid Player's Guide!

GILDISS AWAKES

The King of Dragons, by Capcom, moves to the Super NES in an action-packed translation that is true to the arcade version. According to the legend, the fierce dragon, Gildiss, is about to awake, and when he does, he'll be even deadlier than he was before his slumber. Two players can team up to destroy him before he fully wakes from his year-long nap.



Assorted medieval baddies await the adventurers who seek Gildiss.

THE GOOD

Treasure Chests hold Fruit for health and Gold for wealth. Defeated enemies leave treasures behind, too. Your health meter grows as your level rises.

THE BAD

The odds are bad—these guys don't play fair. You'll often be attacked by groups of enemies who sometimes appear to be better equipped than you are.

THE UGLY

The enemies have all sorts of ugly punishment waiting. Some will fry you, others will freeze you, and one picks you up to bite your head off.

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THE KING OF D

THE DRAGON SLAYERS

The game gives you a balanced group of adventurers to choose from, and each has strengths and weaknesses. Weigh their pros and cons and consider their special abilities before selecting the warrior whose set of skills best fits your own fighting style.

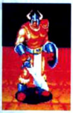
ELF

The Elf is a quick character, and he's armed with a bow and arrow that are effective for attacking from a distance. His weakness, however, is that he's not great at hand-to-hand combat.

WIZARD

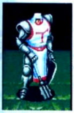
The Wizard is weak to start with, and he's a slow mover to boot. If you can survive long enough to build his energy and weapon levels up, you'll have a fighter who can cast powerful spells.

FIGHTER



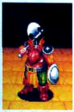
Choose the Fighter if you want to start strong. He wields a mean sword, which he can power-up into awesome blades. He's not a good choice if you like to stand back and attack from distances.

CLERIC



The armored Cleric rises in level quickly, which is a good thing since he starts out as such a slow mover. He can't use weapons but he packs a powerful punch with his great metal-clad fists.

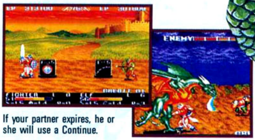
DWARF



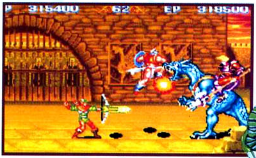
Slow and steady best describe the diminutive Dwarf. He's fearsome in close quarters but not great at attacking from afar. Pair him with the Elf or Cleric for a solid two-player team.

TWO-PLAYER TEAMWORK

Teamwork counts in the two-player mode, which is perfect for evening up the odds. It can be easier to use up your two Continues with two players, though, if your teammate is inexperienced.



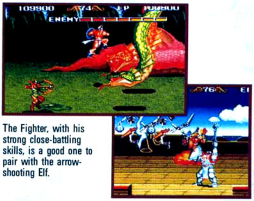
If your partner expires, he or she will use a Continue.



Teamwork is important. While one player stuns the enemy from afar, another can move in and take the offensive.

MEAN TEAMS

Pick characters who have complementary skills. Pair good hand-to-hand skills with a character who has a good distance attack.



The Fighter, with his strong close-battling skills, is a good one to pair with the arrow-shooting Elf.

Consider size, too. Match the massive Cleric with the Dwarf.

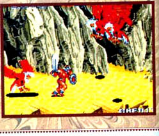
A RACE WITH TIME

After years of destruction at the talons of the deadly Gildiss, the King made a desperate deal with his wizard, Guindon, who put the dragon to sleep for a year. When he awakes, he will be even deadlier, so you must slay the beast while it sleeps. The numbers on the places described here correspond with those on the map.

STAGE 1 LEVEL-UPS

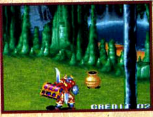
Up your levels by beating guardians. You'll find the Level-Up either at the end of one stage or at the start of the next.

STAGE 6 THE SHADOW KNOWS



On the beach here, birds fly overhead, waiting to swoop down and snare you. Line yourself up with their shadows and jump to attack as they swoop in.

STAGE 4 TREASURE TRAPS



If Treasure Chests quiver as you near, they hold traps, not treasure. If one latches on to you, tap Left and Right quickly to break free.

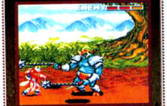
STAGE 1
STAGE 2

GUARDIANS OF GILDISS

Many mega-monsters have crawled out of the woodwork as Gildiss slowly awakens. Every stage has one of the dragon's guardians who will try to stop you in your tracks. Most have a weak spot. Watch to identify their attack patterns, then move in when they're vulnerable.

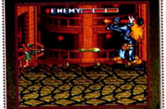
STAGE 1 ORC KING

Stand clear and watch the pattern as the Orc swings his twin maces. Stand between their shadows to mount your own attack.



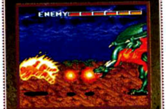
STAGE 2 MIGHTY MINOTAUR

When enraged, the Minotaur paws three times and charges. Stay out of his way—wait until he stops charging, then attack.



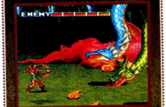
STAGE 3 FIERY WYVERN

Stay clear of the Wyvern's clutches as it swoops in to attack, then jump to strike as it retreats. Leap over its fireballs.



STAGE 4 TRIPLE HYDRA

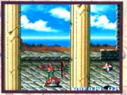
Each of the Hydra's three heads spits a different danger, either fire, ice or poison. Line up with each head's shadow to attack.



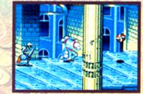
ENEMY
CREDIT

HIDDEN CONTINUES

Orbs containing Continues are hidden randomly in a couple places. Strike behind pillars or foreground ledges to see if you can find one of the rare red and silver orbs.



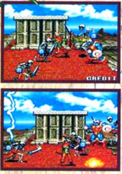
Sometimes you'll find a Continue orb behind this pillar.



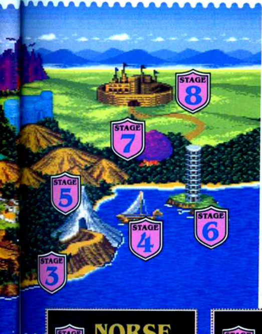
Other times, the orb is behind a pillar farther on.

GRAVE DANGER

Skeletons rise from invisible graves in big numbers here. When you're surrounded by lots of persistent racks o' bones, go ahead and eat energy to use your special power.

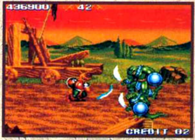


When you're outnumbered by skeletons, use your special power to attack.

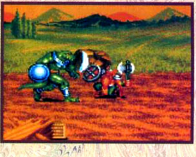


STAGE 8 LEAPIN' LIZARDS

The Lizard enemies are armed and dangerous. If your manual shield is set to Off (the default setting), strike once then turn your back quickly to activate your automatic shield. Repeat the sequence until you defeat all of the Lizards.

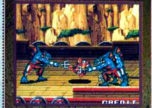


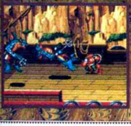
Just slashing away isn't effective. Slash then turn your back to activate auto shield.



STAGE 5 NORSE SHIP

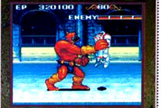
The ship that takes you to the north isn't a guardian, but it's dangerous. Stay back from the trident-wielding lizards.

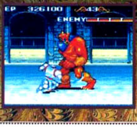




STAGE 6 PSYCHO CYCLOPS

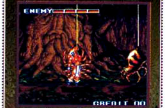
Keep moving to keep the massive Cyclops from honing in on you. When he sees you, he throws boulders and punches with a huge fist.

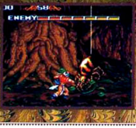




STAGE 7 SPITTING SPIDERS

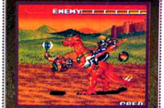
Watch for the shadows that show where the Spiders will drop to attack. Some spit poison, others try to grab you with their legs.

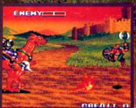




STAGE 8 GREAT DRAGONIAN

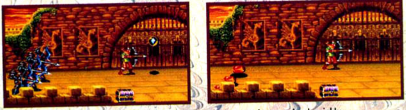
The Great D is mounted on a fire-breathing dragon. Strike then run around quickly to keep them from setting up to attack.



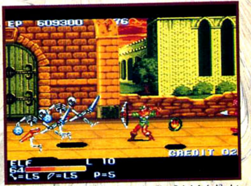


STAGE 9 USING MAGIC ORBS

Some Treasure Chests hold Magic Orbs with special powers that you can unleash by striking them. If you don't need the power when you find an orb, you can push it along until you need it.



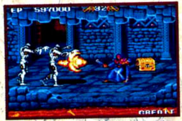
The Diamond Orb turns your enemies into Jewels, which can raise your level quickly.



When you use a Continue, strike the Fire Orb left behind to eradicate all enemies from the screen.

STAGE 10 MUMMY MEANIES

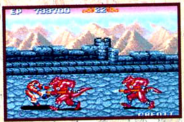
The Mummies will grab you and sap your life if you let them come near. Try to attack them from behind.



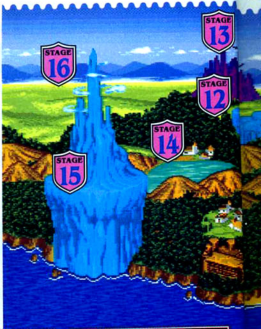
Characters with distance weapons will be most successful against Mummies.

STAGE 11 LANCE LIZARDS

Lance Lizards dash in from the sides and impale you with their spears. In battles, try to defeat them first.

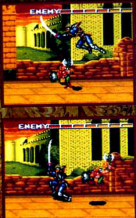


If a Lizard skewers you, he'll carry you across the screen on his spear.



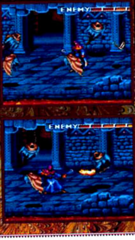
STAGE 9 BLACK KNIGHT

The Black Knight is fast and fierce. Move around to avoid him and try to strike him from behind when you're close enough.



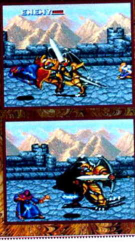
STAGE 10 CIRCLING WRAITHS

The Wraiths in this region form a circle around you and throw sickles. Stay inside the circle, avoid the sickles and attack.



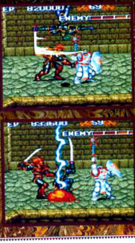
STAGE 11 GIANT DRAGONIAN

This beast is holding a hostage. Watch its shadow as it moves and halts. When it stops, run up and strike before it moves again.



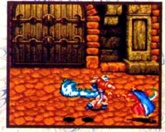
STAGE 12 ROYAL KNIGHTS

This deadly duo could end it all. Watch out for their overhead cartwheels. It's a good place to sacrifice energy to use magic.

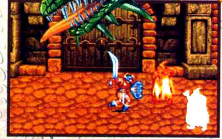


STAGE 12 A MOVING TARGET

A guardian Wizard teleports around outside the entrance to the Dark Wizard's chamber. He moves very quickly and stops only briefly to cast deadly spells. Try to anticipate where he's going to stop and be ready to attack him. If you stand just out of his line of fire, he'll miss you but you can still strike him.



Watch the shadows. Line yourself up just outside of the Wizard's line of fire and get your licks in.

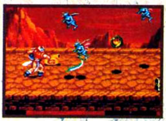


The Wizard appears and disappears quickly. Don't bother trying to chase him down.

STAGE 10
STAGE 9
STAGE 11

STAGE 13 SILENCE THE SWARM

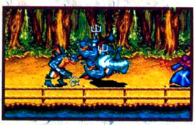
These flying enemies aren't hard to beat, but they disappear quickly. Beat them all to earn Jewels.



Defeat the swarm to earn lots of Jewels and gain experience points.

STAGE 14 HOT SPOT

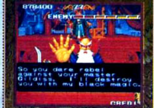
Lots of Lizards appear here. Keep moving, and use magic power if your character is the Fighter or Cleric.



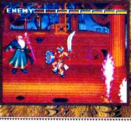
A character with a distance weapon will have the best luck against the Lizard gang.

STAGE 13 DARK WIZARD

The Dark Wizard is one of Gildiss' most loyal followers. He'll make good on his threat to use black magic, so move to avoid it.

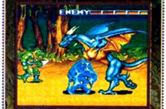


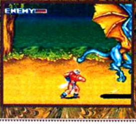
So you dare rebel against your master Gildiss. I'll destroy you with my black magic.



STAGE 14 ICE WYVERN

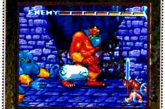
The Ice Wyvern mimics the Fiery Wyvern's moves. Attack it as it retreats. Press Left and Right quickly to break free of the ice.

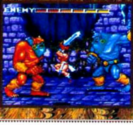




STAGE 15 DUAL CYCLOPS

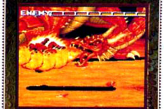
If you thought one was bad, wait until you face two of these great, gruesome monsters. Keep moving to keep them from seeing you.

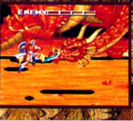




STAGE 16 GILDISS AWAKES

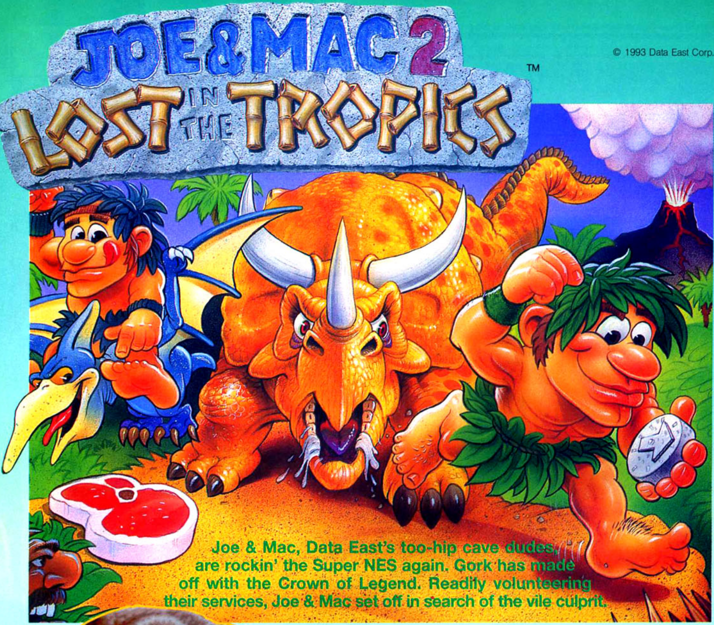
Gildiss attacks with both head and hand. Jump the fireballs and strike at the hand when it snakes out. It's an awesome challenge.





JOE & MAC 2 LOST IN THE TROPICS™

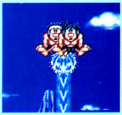
© 1993 Data East Corp.



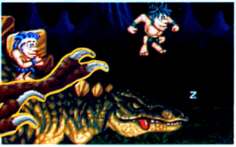
Joe & Mac, Data East's too-hip cave dudes, are rockin' the Super NES again. Gork has made off with the Crown of Legend. Readily volunteering their services, Joe & Mac set off in search of the vile culprit.

ROCK THE TROPICS

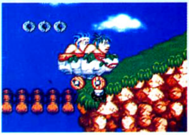
Tropical settings are usually thought of as nice and relaxing. Not these tropics! Joe & Mac won't be able to relax until they get their leader's treasure back. It's not that Joe & Mac are such do-gooders, it's that this mission presents yet another opportunity to attract the cave babes! Overall, this game is better than Joe & Mac's first Super NES outing. One of the nice things about it is that you can choose to play the first several stages in any order you want. The play control is a little tricky in some spots and the hit detection isn't spectacular (especially on the bosses), but it's a distraction that you can overcome. The best feature of this game is the two-player mode! Joe & Mac can thrash dinos together!



Cave bros to the end, Joe & Mac can endure the rigors of prehistory together.



Mac sits back and watches Joe leap into action. He won't be able to sit back for long!



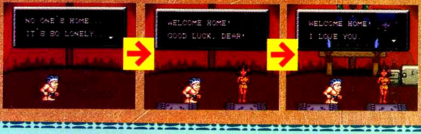
Explore many modes of transportation. Hey! When was the wheel invented, anyway?

THE TIKI VILLAGE

There are five shops set up in Tiki Village. All five provide valuable services. The woman in the first hut will give passwords. Write them down! The dude in the second hut sells food, flowers and remodeling services. Visit him often. If you want to, get yourself a wife and keep everyone happy. Make sure that you visit the wise old man to get a Stone. You'll find free transportation back to your village in the fourth hut. And in the fifth, scope out what's going on elsewhere.

A. SPEND YOUR DOUGH

To obtain a wife, buy flowers and give them to the same girl until she likes them. After you get married, she'll be waiting at home for your triumphant return. You should send her flowers in the meantime!



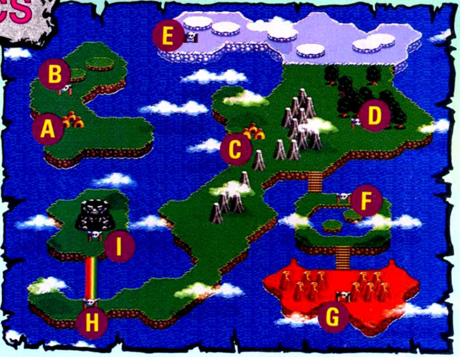
NO ONE'S HOME...
IT'S SO LONELY...

WELCOME HOME!
GOOD LUCK, DEAR!

WELCOME HOME!
I LOVE YOU.

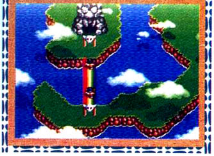
THE TROPICS

- Ⓐ JOE & MAC'S VILLAGE
- Ⓑ KALI KALI VALLEY
- Ⓒ THE TIKI VILLAGE
- Ⓓ DEEP TROPICS
- Ⓔ THE SNOWY ROCKIES
- Ⓕ MURKY SWAMPLAND
- Ⓖ THE SCARLET CARPET
- Ⓗ RAINBOW GATE
- Ⓘ GORK'S ISLAND



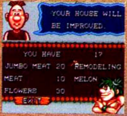
H. RAINBOW GATE

To create the Rainbow Gate, you have to collect seven Stones. You'll get one after the first stage, one from the old man, and one after defeating each boss.



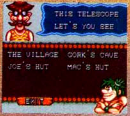
C. MORE ABOUT THE SHOPS

Even though they share their earnings, Joe & Mac can't go into a shop at the same time—it has to be one or the other. Improve the looks of your house and then scope out what happens from afar.



YOUR HOUSE WILL
BE IMPROVED.

YOU HAVE 17
JUMBO MEAT 20 REMODELING
MEAT 10 MELON
FLOWERS 30
EXIT



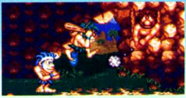
THIS TELESCOPE
LET'S YOU SEE

THE VILLAGE GORK'S CAVE
JOE'S HUT MAC'S HUT
EXIT

B. KALI KALI VALLEY

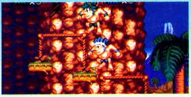
If Joe & Mac are expecting a nice, peaceful walk through the valley, they're in for a surprise. It's not so peaceful and it's not so nice, either!

IT'S AN AMBUSH!

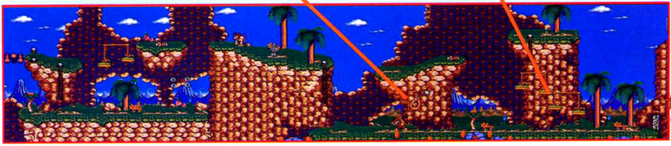


Avoid an inevitable ambush by taking the high route through this area.

SEE-SAW ACTION



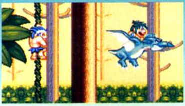
If you stand on one side, the other goes up and vice versa. Jump quickly.



D. THE DEEP TROPICS

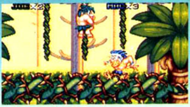
Unfortunately, the leafy green vegetation is home to all sorts of menacing creatures. If you stay toward the top, you should be better off.

RIDE THE BIRD

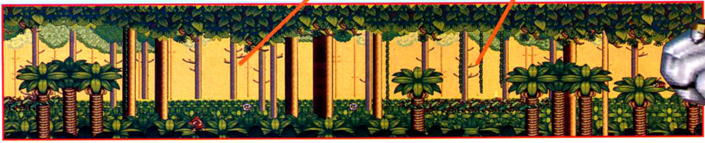


A pterodactyl is on hand to give you a ride through the trees. Keep flapping!

A THORNY PROBLEM



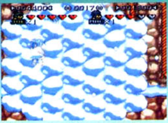
Don't fall off of the vines. You'll end up with prickly thorns in your rump.



E. THE SNOWY ROCKIES

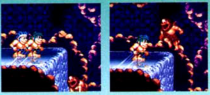
Brrr! It's really cold in the northern regions of the tropics. It sure doesn't seem very tropical, does it? Oh well—it's just a video game.

AVALANCHE!

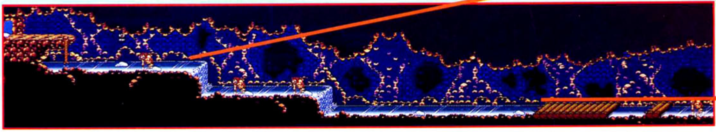


Hang on to one of the ropes or the snow slide will put an end to your stay.

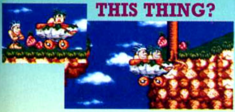
WAIT FOR IT



On the iced-over river, wait for the enemies to come to you. Don't force any encounters—they will happen soon enough. Hang back.

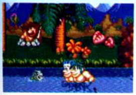


WHO'S GONNA DRIVE THIS THING?



Both Joe & Mac can ride in this stone carriage. Check that—they both have to go for a ride.

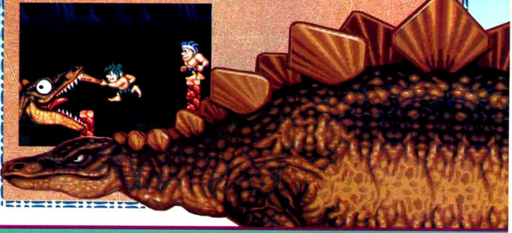
FISH REFILLS

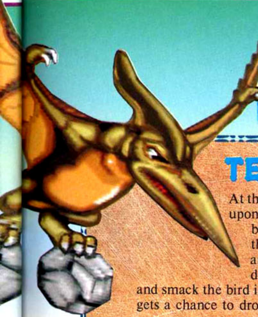


The fish in the river are plentiful. Let 'em keep coming if you want to fill up your Heart gauge.

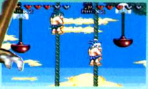
STEGOSAURUS

If you have the Spiked Club, this boss is easy to defeat because you can attack from long range. Aim for the mouth.



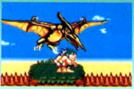


AERIAL STEPS



Don't be afraid to leap onto these flying pads. They are sturdy enough to support your weight. No problem!

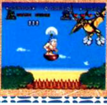
WATCH YOUR HEAD!

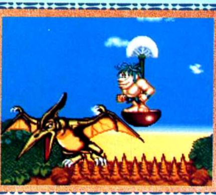


Duck down on a patch of green when this bad bird swoops in. Otherwise, you may get blown into a patch of spikes.

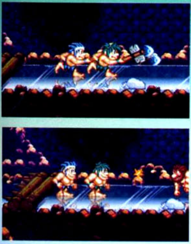
TERROR-DACTYL

At the end of the Windy Valley, you'll come upon the lair of a giant flying beast. The big bird will fly in from the side of the screen and will drop boulders on you. Jump up and smack the bird in the beak before it gets a chance to drop them.





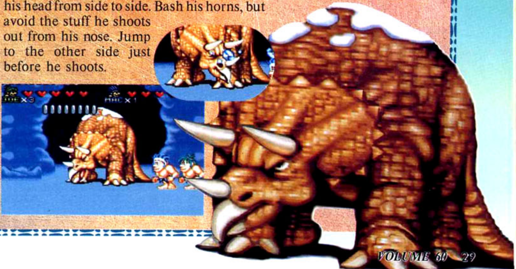
ATTACK RANGE



A weapon like the Stone Axe is great to have because you can keep firing it off as you move along. It'll fend off enemies in advance.

TRICERATOPS

When this big guy emerges, he only moves his head from side to side. Bash his horns, but avoid the stuff he shoots out from his nose. Jump to the other side just before he shoots.

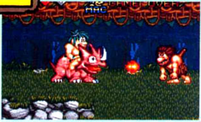


F. MURKY SWAMPLAND

Wandering southwest of the village, you'll encounter a bridge that extends to an atoll. On that circular island you'll find the Murky Swampland. A treacherous water trek lies ahead for the fearless cave dudes.

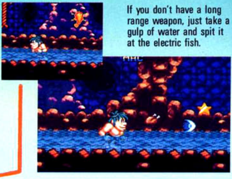
DINO RIDE

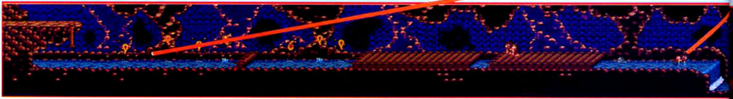
Another one of Joe & Mac's little helpers, this pinkish dinosour can be ridden and it can spit powerful fireballs from its mouth.



FISH FRY

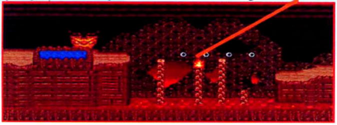
If you don't have a long range weapon, just take a gulp of water and spit it at the electric fish.





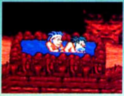
G. SCARLET CARPET

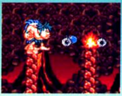
Due south of the Murky Swampland lies a volcanic island. One false step into the lava will mean instant doom. There are some tricky jumps over lava pits to make in this stage.



A REFRESHING DRINK

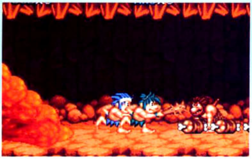
When in water, Joe & Mac can take in a gulp and then spit it out. Water can be used as a weapon, but more importantly, it can be used to put out fires. This super spit is useful when a patch of fire blocks forward progress.





THROUGH THE BOILER

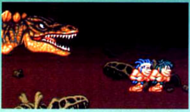
Wasting time in this section of The Scarlet Carpet is not recommended. Even though there are plenty of chances to pick up some Meat and thrash on cavemen, just keep on truckin' through and don't get burned by the giant lava flow.



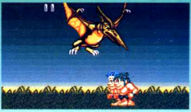
I. RAIN FOREST

After returning to their village, Joe & Mac should have all seven Stones. They can now cross the Rainbow Bridge.

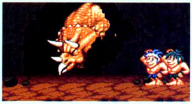
BATTLE THE BOSSES AGAIN!



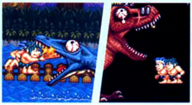
The Stegosaurus reappears in the Boneyard. Get in your hacks quickly.



As it swoops and drops more boulders, jump and swing upward at the Pterodactyl.

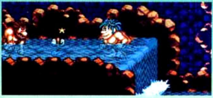


After it bursts out through the wall, diligently whack the Triceratops in the head.



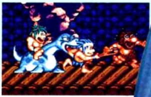
Don't take guff from the Aquasaurus and T-Rex the second time around. Send them packing!

CAVEMEN COMETH



Keep whacking away at the dumb cavemen until you are rewarded with the most powerful weapon.

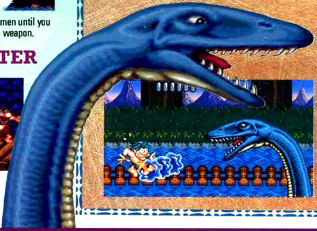
WATER SPITTER

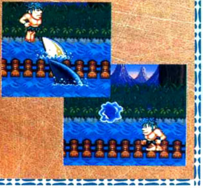


This dino friend will help you through some tough spots through the river in the cave.

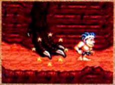
AQUASAURUS

This is one of the easiest bosses to defeat. Just jump to avoid the water it spits from its mouth. Jump over its fins, too. Smack it on the head several times.

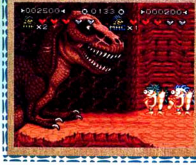


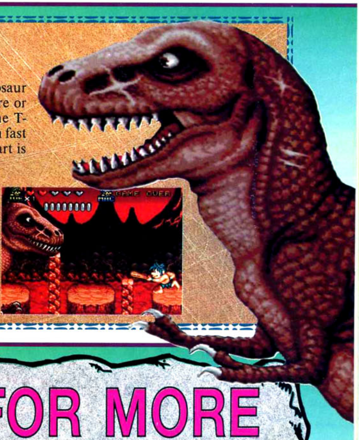


DO THE T-REX TANGO!

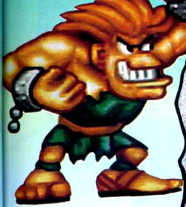


The battle with the biggest, baddest dinosaur of them all takes place in two parts, more or less. The first part finds you avoiding the T-Rex's leg as it tries to stamp you out. Run fast when you hear him snarl. The second part is much like the previous boss battles you have had—just hit him in the head with your weapon. Stay back if you have the Stone Axe. Otherwise, you'll have to make dangerous jumps to swing at him.

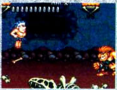


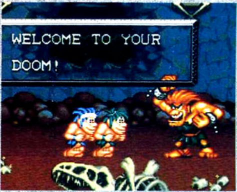


BACK FOR MORE



It'll take quite a bit of effort to oust Gork on your second meeting with him. He's beefed up his defenses. The best time to attack him is just as he's descending from a jump. Get in for a quick sting and then move away fast.





WELCOME TO YOUR DOOM!

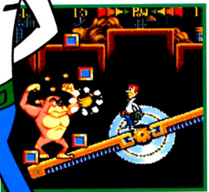
THE Jetsons®

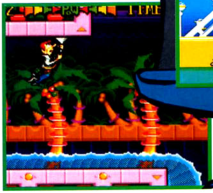
Invasion of the Planet Pirates

© 1993 Hanna-Barbera Productions, Inc. © 1993 Taito.

MEET GEORGE JETSON

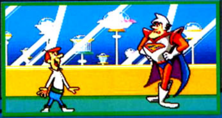
Jane, Judy, Elroy and Astro are all present for roll call in Taito's new single-player, retro-future platform game that pits George against the Planet Pirates. With solid play control and three difficulty levels to choose from, the game is suitable for players of almost any ability level. Although those unfamiliar with the animated television classic might find little new to like, fans of the show should find it to be a hoot.





CAPT. ZOOM

The opening cinema scene tells all: The Planet Pirates are about to invade, and George must stop them.

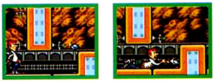


ZOOM'S P.O.P.

Before Captain Zoom leaves George to take on the Planet Pirates all alone, he leaves his P.O.P. (Pneumo-Osmatic-Precipitator) with him. It will be George's only weapon, so you'll want to learn to use it skillfully in the early going before moving on to more difficult challenges. Press the Y Button once to activate the P.O.P. and again to turn the suction off. Using this unique weapon, you can suction enemies up, climb walls and collect items.

GO UNDER

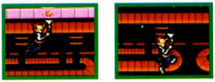
If you come to a place that's too low to walk under, press Down to duck, then activate the P.O.P. to pull yourself over the wall.



George can't walk under the wall. Press Down on the Control Pad then activate the P.O.P.

GO OVER

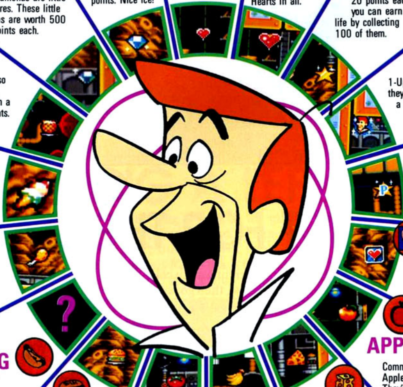
If spots are too dangerous to cross on foot, look to the ceiling. Use the P.O.P. to cross overhead.



Walking here would be a shocking experience. Cross overhead using the suction of the P.O.P.

PICK UP POWER

You can pick up power and points by finding these special items. Some are in plain sight; others you'll find by throwing blocks and searching out secret rooms. You can either touch items to pick them up or suck them up using the P.O.P.—a very useful trick when the items are hard to reach. Look for galactic goods everywhere.



SMALL DIAMOND

The Small Diamonds are little treasures. These little gems are worth 500 points each.

BIG DIAMOND

Keep your eyes peeled for big, sparkling gems. Each is worth a cool 2,000 points. Nice ice!

SMALL HEART

Small Hearts are no small finds. Each scores 100 points and adds strength.

BIG HEART

Big Hearts are worth 200 points and they add to your Health Meter. You can carry five Hearts in all.

STAR

Stars are worth only 20 points each, but you can earn an extra life by collecting 100 of them.

1-UP

The mini-Georges you find are 1-Ups. They not only add an extra life, they're also worth 500 points. They're a relatively rare item.

POWER-UP

The stars with the big, blue Ps are Power-Ups. They add to the strength of your P.O.P. The P.O.P.'s strength level is displayed on the screen.

TIME OUT

The small heart encased in the blue box is a Time Out. It adds 100 seconds to your time meter, which gives you more time to explore.

APPLE

Commonly found in boxes, Apples add a paltry 20 points. They're one of the least profitable food items, but they do add up.

CHEESE

Although not a big scorer at 30 points, Cheese is better than a kick in the shins. Eat it up.

BANANA

They may be high in potassium, but they're worth only 20 points.

TOMATO

Don't waste much time looking for Tomatoes. They'll score you only 20 points.

BURGER

As food items go, Burgers are a big score. These junk food bonanzas are worth 200 points each.

HOT DOG

Dog on a stick, anyone? Hot Dogs are worth a cool 80 points, but they're hard-to-find fare.

DRUM STICK

These southern fried treats tally up 50 points each. They're finger-lickin' good.

ICE CREAM

Grab some good humor. I scream, you scream, we all scream for the 100 points Ice Cream adds to the scoreboard.

YUMMY FRUIT

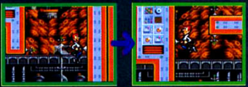
Yummy Fruit is tasty and oh-so valuable. Each piece of the health food is worth a whopping 300 points.

STAGE 1

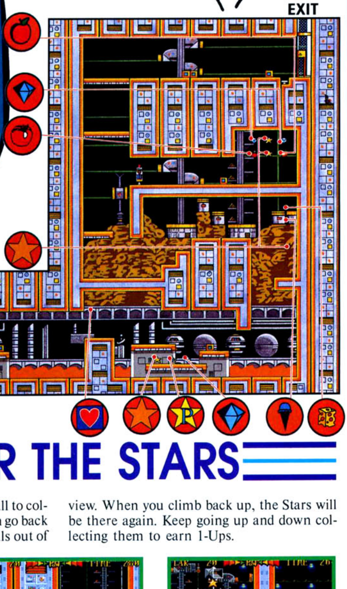
Get up-close and personal with the P.O.P. in this first section. The more adept you are at using the clever device, the better your chances in the later, more difficult, stages. Power-up the P.O.P. so you'll be ready to face the great ape at the stage's end.

ZIG ZAG

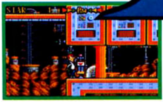
Suck up to the right wall first, then jump to the left and turn on the suction again. Zig zag back and forth all the way up.



Jump back and forth, working your way up the walls. Pick up all of the items as you zig zag between the walls.



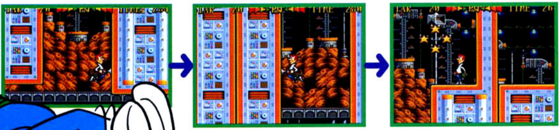
FLIP THE SWITCH



Stand in front of the Switch and press the X Button to open the doors.

SHOOT FOR THE STARS

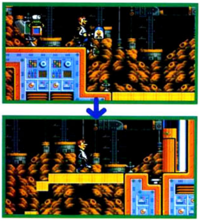
Use the P.O.P. to climb up the right wall to collect the Stars from the area above, then go back down the wall until the Star area scrolls out of view. When you climb back up, the Stars will be there again. Keep going up and down collecting them to earn 1-Ups.

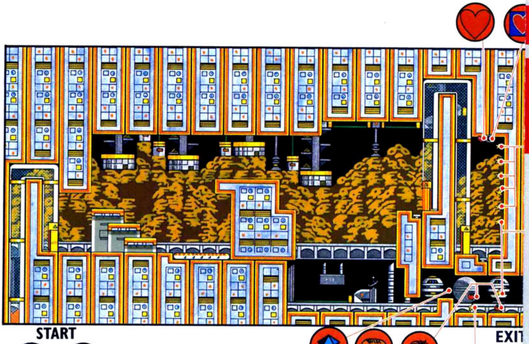


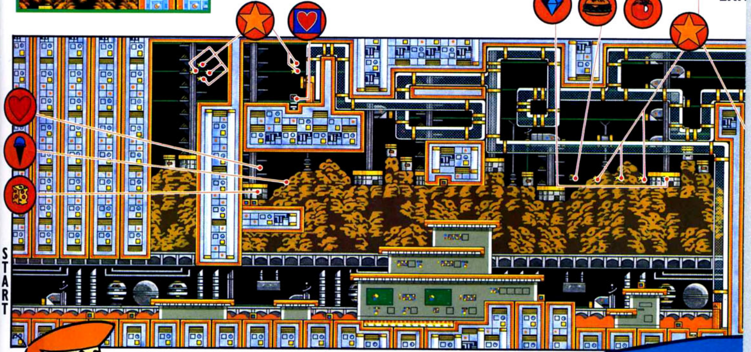
Using the P.O.P., climb up and collect the Stars, then go part way back down the wall. Climb back up to collect the Stars over and over to rack up 1-Ups.

SKY BRIDGE

The bridge starts to fall as soon as you step onto it, so suck up the enemy first, then activate the dash to hurry across.

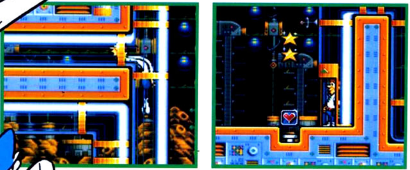






HANG A LEFT

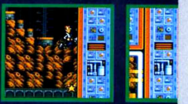
As you're being sucked up the glass tube, hold Left on the Control Pad. When you reach the point where the tube forks, you'll veer off to the left to a Bonus Room that's filled with all sorts of treasures. It's a nice side trip!



Step into the tube and begin holding Left on the Control Pad as soon as you start shooting up. That way, you'll be sucked to the left when you reach the point where two tubes converge, and you'll be able to reach the Bonus Room.

TREASU

Pull yourself to one side as yo
the tube at the end of the stage
collect items on the way dow



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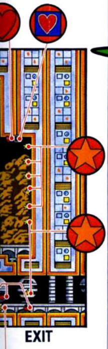
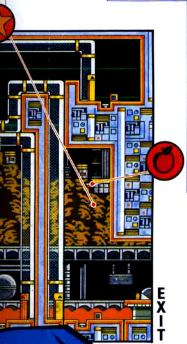




SURE

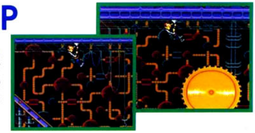
ide as you fall from
the stage so you can
way down.

STAGE 2

Stage 2 takes you into the inner workings of Spacely Sprockets, a nuts and bolts kind of business. You can actually jump onto the moving sprockets, but be careful—you'll have to compensate for the directions they're moving or you'll fall off. Stay on your toes.

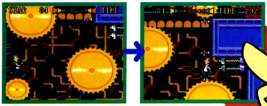
SPROCKET HOP

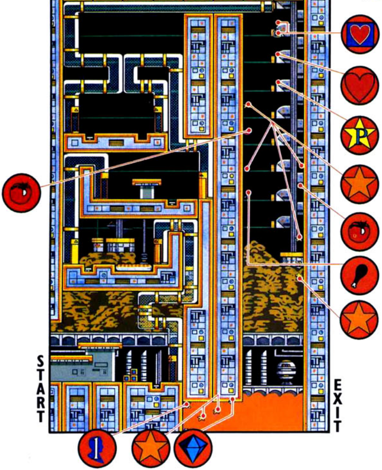
You should always look before you leap when a spinning sprocket is your intended landing site. You'll have to keep moving when you land to keep from falling off the moving discs.

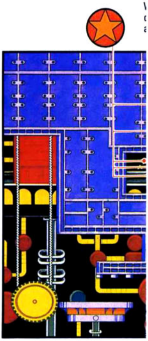


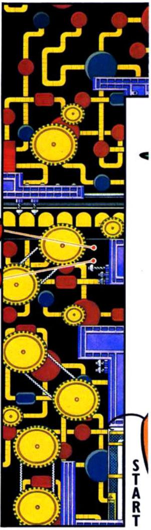
GET IN GEAR

Activate your Dash by pressing Right or Left to leap from sprocket to sprocket in this area.

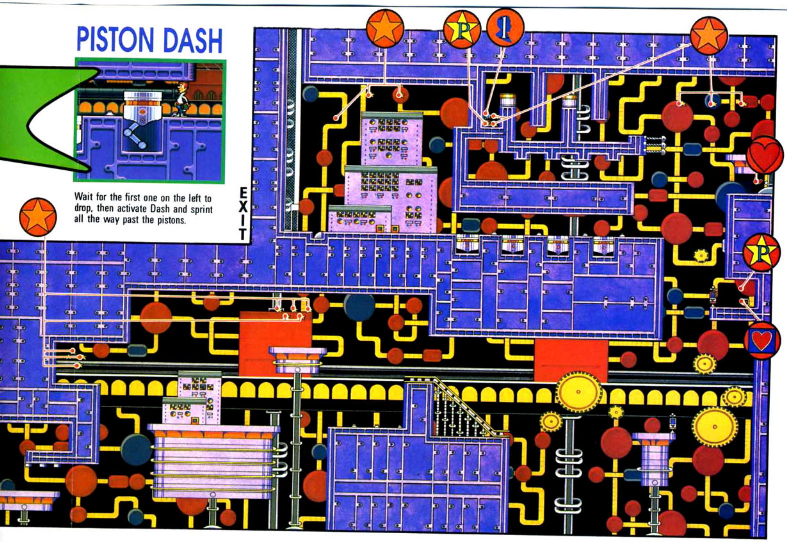




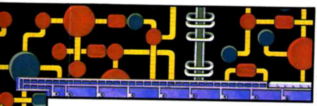




PISTON DASH

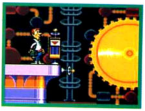


Wait for the first one on the left to drop, then activate Dash and sprint all the way past the pistons.



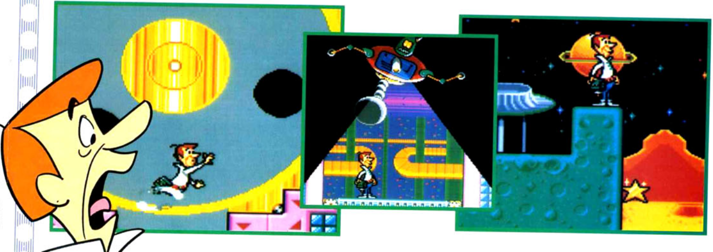
GRIND THE GEARS

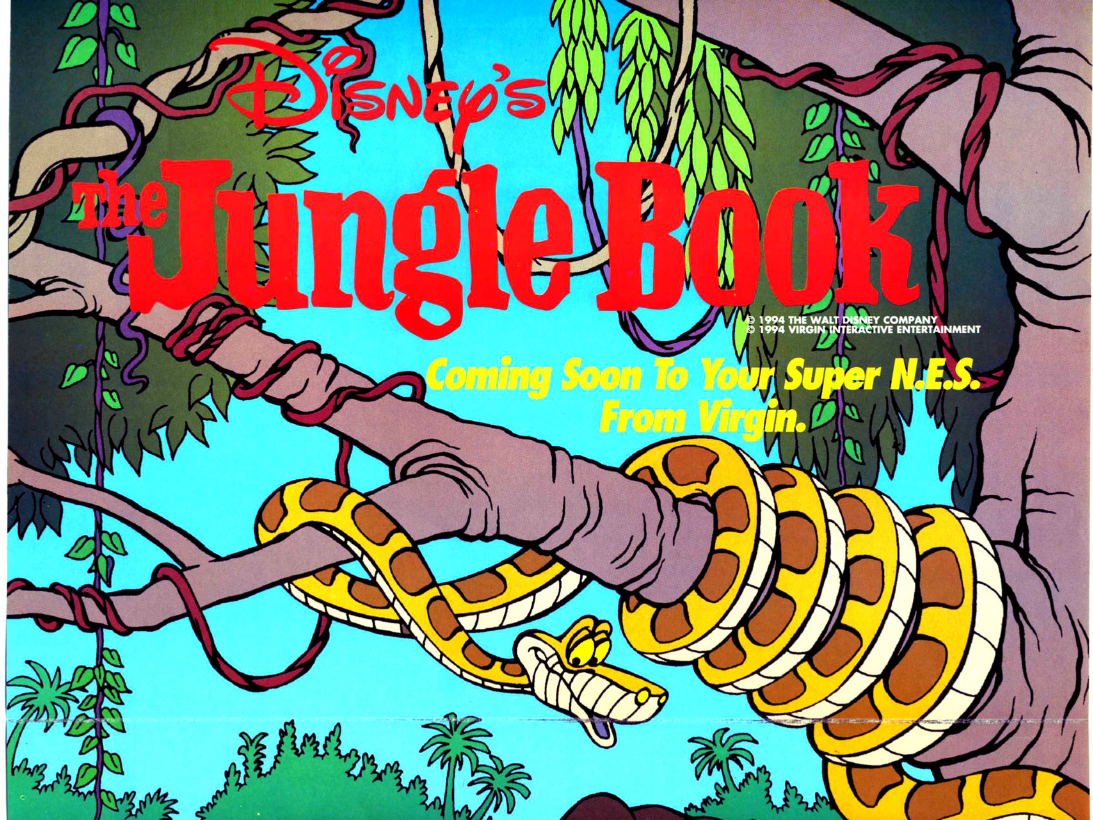
Jump over to the platform and flip the switch that turns the moving gears off. It's much easier to climb up to the right when the sprockets aren't moving.



THE FINAL FRONTIERS

There are three more stages to complete after your journey through Spacely Sprockets. If you've honed your skills on the first two sections, the last three might seem like a cake walk. Next, you'll go to a space jungle, inside another machine and, finally, into the Space Pirates' ship.




Disney's
The Jungle Book
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Coming Soon To Your Super N.E.S.
From Virgin.

NINTENDO POWER®

THE SPORTS SCENE

4 PLAYER JAMMIN'

By Lou Z. Ball

The other day a friend asked if I wanted to play Jam on his Genesis. I told him, I only play the best. NBA Jam for the Super NES looks better, sounds better and plays better. No argument. And the jammin' doesn't stop there. This month Sports Scene takes a look at Barkley's Shut Up And Jam. Later this summer, we'll check out Jammit! from Virgin Games. For four-player, slamming, jamming action, there's only one place to play, and that's on the Super NES—the system of Jampions.

BASEBALL '94 PGS. 38–40

Catch the latest baseball sims for the Super NES and compare!

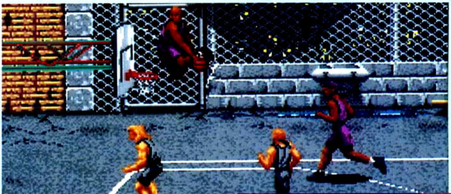
JEOPARDY SPORTS PG. 43

Test your sports trivia knowledge against the pros at Jeopardy. Are you as smart as you think?

ARCADE CYCLE PG. 41

Namco brings the arcade experience of Suzuka 8 Hours home to the Super NES. This two-wheeler, speed-peeler will leave you in the winner's circle or on the pavement.

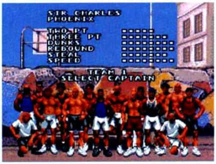
SIR CHARLES TAKES BACK THE STREETS



By Sport Accolade

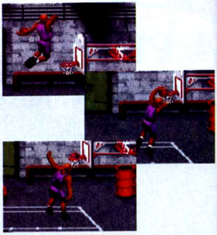
San Jose, CA—NBA Jam fans may be wondering where Sir Charles is, 'cause he sure isn't in their game. That's because he is the star of Sport Accolade's **Barkley Shut Up And Jam!**, a street-smart, rough-and-tumble, two-on-two that has as many bruises as NBA Jam has showboats. The action is fast and furious whether you challenge the computer or up to three other players. It's a street game all the way, from the graphics of the eight home courts to the pick-up team selection before the game. Charles Barkley, star of the Phoenix Suns, spent valuable time with the team at Accolade while the game was shaping up, and his brand of in-your-face play really punches through the screen like a fist.

> **"Shut Up And Jam!... has as many bruises as NBA Jam has showboats."**



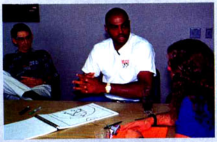
Shut Up And Jam! doesn't have as many Turbo moves as NBA Jam, but it has some high-flying slams that can be activated using the "Power" button. Fouls, except for goal tending, are right out. Hit 'em, grab 'em, knock 'em down and take the ball—it's all legal. You can play quarters or to a point total of 21 or 50 points, and you can even play tournaments that are saved with passwords. Besides Sir Charles, 15 players with widely different skills measured in six categories can be chosen.

"SHUT UP AND JAM!" SAYS SIR CHARLES

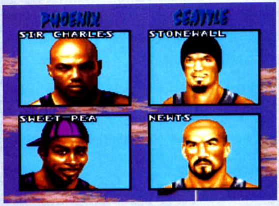


Barkley didn't lend just his name to the game, but his brain, as well. In the early stages of development, he visited the offices of Accolade to talk about his ideas for the video game and basketball in general. It was immediately clear that the NBA star felt very strongly that the roots of basketball are in the neighborhoods and playgrounds of America, not in the $200 courtside seats of the NBA. "Basketball is a playground game," he told the game designers. "It's where I got my start and it's where the game of basketball originated." He told them about players in his old neighborhood who had as much or more talent than guys playing in the NBA, but who just hadn't had the breaks or the bucks. "The level of talent is just tremendous," he said. "It's more passionate on the street and people just play because they love the game."

> **". . . it's best to play Shut Up And Jam! as a multi-player match . . ."**



To pack all that into a video game is a tall order, even for an over-achiever like Barkley. The game control is smooth and quick, but the AI that controls computer opponents and teammates doesn't make for much of a challenge. To get the street feel that Sir Charles wants, it's best to play Shut Up And Jam! as a multi-player match with two, three or four players. The 16 street players in the game will give you enough variety to give everyone a real strength, whether it's 3-point shooting, rebounding or blocking.



LINK AND JAM

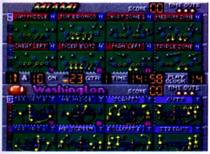
Four-player jamming with Barkley Shut Up And Jam! makes the most of this Game Pak, just as it does with the hit NBA Jam. But before you and other jammers can land on the virtual court, you've got to be able to link up. The newest accessory for the Super NES that connects up to five players to the action is the **Super Link** from Bullet-Proof Software. The Super Link has two awesome advantages. One, it's small. It can sit anywhere. It can even dangle and not cause a problem. Two, it's inexpensive. BPS is suggesting $29.95 as the retail price. But the jam experience, whether it's with NBA or Barkley, is worth the price. Other multi-player games like Madden NFL '94 and the Secret of Mana take on a new dimension with up to five players adding their talents and voices to the video mix. With seven multi-player sports titles already finished or on the way from other companies, the future of jamming looks secure.

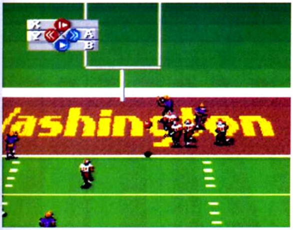
BACK TO COLLEGE

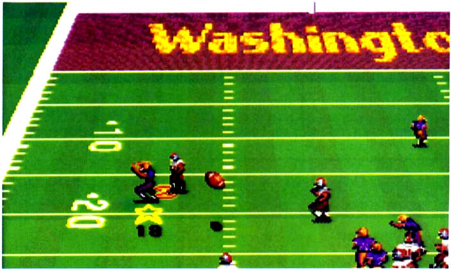
By Electronic Arts

San Mateo, CA—When it comes to great football coaches, John Madden may have to take a back seat to Bill Walsh. To celebrate the return of Walsh to the campus at Stanford, EA has come out with **Bill Walsh College Football** for the Super NES. From the school fight songs to the national championship teams of the past, Bill Walsh College Football recreates the collegiate football experience right down to the marching bands.

The play of Bill Walsh is basically the same as Madden NFL, which is to say very solid and realistic. Running plays and controlling players are a snap. Even in the multiple player option in which five players can compete, learning to work as a team doesn't take much time. The most obvious differences are that Bill Walsh gives a scouting report before the match and the rules of college football vary slightly, like the option to make two-point conversions.



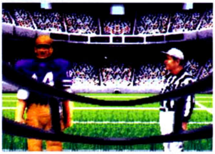




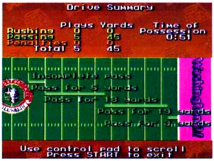
Standard EA features like instant replay and audible calling have been adopted from Madden NFL '94, and the overall feel of the game control is similar, too, but the drive summary and game stats are improved from the Madden game. Walsh probably has the best stat screens in football. Game options include variable weather conditions, length of quarters, auto catch, and bluff mode for disguising the plays you call.

> **"Walsh probably has the best stat screens in football."**

The look of the game is a bigger departure from Madden. The brighter colors convey the passion of the game. On the field that's okay, but in the play selection menu, it makes for a more difficult read. The player figures don't seem quite as sharp on the field, either. As for the teams themselves, you can choose from 1993 teams or historical national champions. The teams reflect the real strengths of the squads, but college purists will also miss the actual college mascots and nicknames, which do not appear in the game. The '93 schools that do appear in the game include Alabama, Miami, Michigan, Florida, Arizona, Georgia, Hawaii, Kansas, College Station, Nebraska, Provo, Pullman, Raleigh, Southern Cal, South Bend, Stanford, Boston, Colorado, Columbus, State College, Syracuse, Tallahassee, Tennessee, and Washington. That's a good cross-section from across the nation, but some fans may be disappointed that their teams were left out. National champions range from Alabama '78 to Miami '91.



Although much of the actual play may be more satisfying on Madden NFL '94, Bill Walsh has something extra to offer collegiate fans and stat lovers.



Drive Summary

	Plays	Yards	Time of Possession
Rushing	0	0	0:51
Passing	5	45	
Penalties	0	0	
Total	5	45	

Incomplete pass
Pass for 5 yards
Pass for 18 yards
Pass for 19 yards
Pass for 3 yards

Use control pad to scroll
Press START to exit

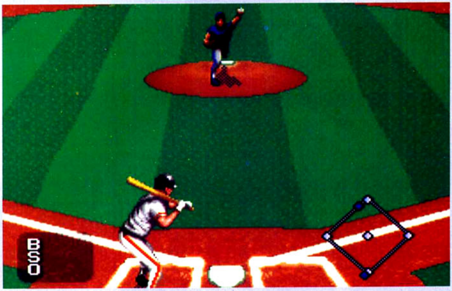
PLAY BALL!

The new baseball season is underway in the big leagues and video game leagues with a swarm of old veterans and a hot group of rookies all fighting for your attention. This month's Sports Scene focuses on MLBPA Baseball from EA, Jaleco's Super Bases Loaded 2, ESPN Baseball Tonight and Hardball III. Last month's Sports Scene exclusively covered Ken Griffey Jr. Presents Major League Baseball—the heavy hitter of the new season. These games offer different features, options and widely varied game play experiences. Check them all out before you step up to the plate. Be sure to compare all the new games with the older games using the comprehensive chart on page 40.

MAJOR LEAGUE
BASEBALL
MARINERS

MLBPA BASEBALL

By Electronic Arts

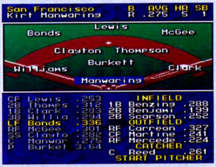


San Mateo, CA—EA has made another big league effort, but this time the big leagues aren't in the game. Instead, **MLBPA Baseball** has the big leaguers like Barry Bonds and Roberto Alomar. The computer players have the skills of the real players, which means that the strategies you use in setting up your lineup is the same as a major league manager. Purists will enjoy that, even though some of the players have moved on to new teams.

MLBPA shares many excellent options with other members of the EA sports stable like Instant Replays, Championship Series, and Full Seasons with a password system. One exceptional addition is the Defensive Positioning control, which gives you the ability to set up an active defense against any situation. Where it falls flat is in the matter of variety. For instance, all games take place in one stadium. And other than the player stats, EA didn't make much use of the MLBPA license. The character of the players seems strangely missing.

"MLBPA Baseball has the big leaguers . . ."

With only 8 megabits to work with, MLBPA doesn't have many of the great features of Ken Griffey Presents Major League Baseball. AI is more limited in MLBPA and there aren't nearly as many animations as in Griffey so the game seems less lively. The view is closer to the action than in Griffey, but that also has the effect of reducing the field of view, which can make fielding more difficult. Pitching control is similar to most baseball games, but you won't find the wide, outside pitches here so control may feel more limited. On offense, batters are large and the speed of the pitch seems realistic, making hitting fairly easy. Finally, EA fans will wonder why there is no multi-player option for three, four or five players. Without that added dimension, MLBPA loses an advantage, although it remains one of the stronger of this year's rookies.



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San Francisco          B  AVG HR SB
Kirt Manwaring         R .275  5  1
              Lewis
   Bonds                    McGee
      Clayton   Thompson
            Burkett
Williams                    Clark
           Manwaring
CF Lewis  .253       INFIELD
2B Thomps .312  1B Benzing .288
1B Clark  .283  2B Benjami .199
3B Willia .294  2B Scarson .252
LF Bonds  .336      OUTFIELD
RF McGee  .301  RF Carreon .327
SS Clayto .282  CF Martine .241
C  Manwar .275  RF Mercede .224
P  Burket 3.64      CATCHER
                C  Reed    .261
                  START PITCHER
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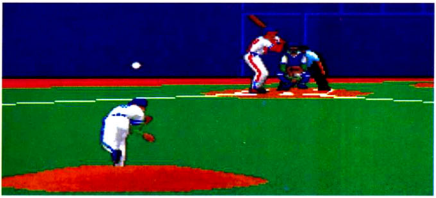
HARD TO BELIEVE

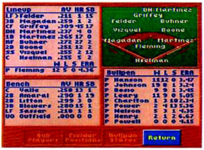


By Sport Accolade

San Jose, CA—Accolade's **Hardball III** features the MLBPA license and good stats on the big league players including updated season stats, at least as long as you keep the game switched on. If you turn off the game, all your stats except Win/Loss will have vanished when you reenter the password. Leave the game on and you can quickly generate scores and stats for a season.

Or you can actually go down to the field and play ball. If you make this last choice, be prepared for some very unusual views and be sure to turn down the music before you turn into a funk zombie. On offense, the thing to look for is the ball. It moves slowly until it nears the plate, then it vanishes, making hitting more difficult than in most baseball games. On defense, the view is from behind the pitcher until the batter gets a hit. After the hit, the entire screen blacks out for several seconds. Vanishing seems to be an important part of this game. When the screen pops back, you have suddenly switched perspective so that you are now at home plate looking toward the outfield. You'll spend some time searching for the ball, and the depth perspective is awkward, which slows down fielding considerably because you're never sure where your players are in relation to the ball. The awkward views and vanishing acts make Hardball III difficult to play, but statisticians may find value in the game.

> **"Vanishing seems to be an important part of this game."**



Lineup		AV	HR	SB
LF	>Felder	.211	1	15
3B	Magadan	.259	1	2
CF	Griffey	.309	45	17
DH	Martinez	.237	4	0
1B	Martinez	.265	17	0
RF	Buhner	.272	27	2
2B	Boone	.251	12	2
SS	Vizquel	.255	2	12
C	Haselman	.255	5	2

		W	L	S	ERA
P	Fleming	12	5	0	4.36

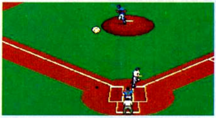
Bench		AV	HR	SB
C	Valle	.258	13	1
2B	Amaral	.290	1	19
2B	Litton	.299	3	0
3B	Blowers	.280	15	1
LF	Sasser	.218	1	1
UO	Outfield	.000	0	0

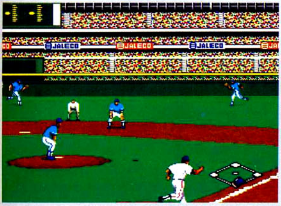
Bullpen		W	L	S	ERA
P	Hanson	11	12	0	3.47
P	Johnson	19	8	1	3.24
P	Bosio	9	9	1	3.45
P	Leary	11	9	0	5.05
P	Charlton	1	3	18	2.34
P	Power	2	4	13	5.36
P	Nelson	5	3	1	4.35
P	Henry	2	1	2	6.67
P	Powell	0	0	0	4.15

LOAD 'EM UP AGAIN

By Jaleco

Wheeling, IL—Jaleco has put a special DSP chip into its latest incarnation of the popular Bases Loaded series of games. **Super Bases Loaded 2** uses the added power to provide a unique, ball cam view with scaling infield graphics and a fairly standard overhead view for outfield flies. Although the DSP is used to speed up calculations, the actual onfield view remains fairly slow. The battery lets you keep stats on the season, but you have only 14 teams and no licenses so the realism suffers in comparison to MLBPA Baseball and Ken Griffey Jr. Super Bases Loaded 2 does have a team design option that the two previously mentioned games do not. This is great for setting up super teams or handicapping players to make even match-ups.





Actual play control is fairly sharp and compares well to the other contenders, but it doesn't score big on graphic realism in spite of the DSP.

EXTEND-A-BAT
.500

You'll never miss an outside pitch again!

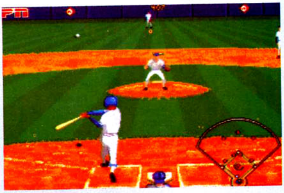
Includes Catcher proximity alert!

NINTENDO POWER EXAMINER MAY 1994

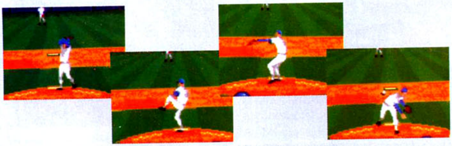
LOOK MA, NO CABLES

By Sony Imagesoft

Santa Monica, CA—ESPN's introduction to video games makes use of two highly visible licenses—Major League Baseball and ESPN. From MLB, **ESPN Baseball Tonight** gets all 28 major league teams and logos while the ESPN license brings with it the familiar sights and sounds of the cable sports network including Chris Berman on the ESPN Sports Center. The game also makes use of the most fluid animation of any Super NES baseball simulation. The players have the look of Flashback or Prince of Persia characters. There are many other options that you can select like Assisted Fielding. Errors can be turned on or off. You can slug away in a Home Run derby. And you can choose to be Home or Away (a common omission in many games where single players are assumed to be at home.) You can even choose to play a season with the new three division setup for 1994.



As impressive as this lineup is, the game suffers from the same difficult playing perspective as Hardball III, although to a lesser degree. The view in Baseball Tonight never shifts from home plate, so if the ball is in the outfield, it is difficult to judge how far out it is in relation to the nearest outfielder. The basic strategy is to run out to the wall and hope the ball is there. An even better strategy is to turn on the Assisted Fielding option and make this a simpler contest between pitching and batting. The second problem with Baseball Tonight is the slow throwing speed from the outfield. Once you manage to pick up the ball, the throw to a baseman seems to take too long. Infield throws seem to have more zip. Playing Baseball Tonight may not be as fun or challenging as Ken Griffey Jr., but it offers an almost cinematic smoothness that is impressive.

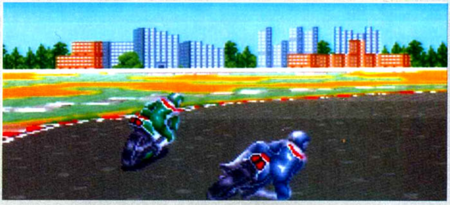


BASEBALL SCORE CARD

	Batt/Pass	# of Teams	# of Stadiums	# Season Games	Current Stats	Team Edit	Memory Size	View	Major League License	Voice
Cal Ripken Jr. Baseball	Pass.	16	3	20 week	No	No	8 Meg	Over/ Home Plt.	None	Yes
ESPN Baseball Tonight	Pass.	28	1	Unknown	No	No	16 Meg	Home Plate	MLB	Yes
Extra Innings	Batt.	14	3	10-130	No	Yes	4 Meg	Over/ Home Plt.	None	Yes
Hardball III	Pass.	28	28	40, 18, 62	Yes	Yes	16 Meg	Home Plate	MLBPA	Yes
Ken Griffey Jr. Presents Major League Baseball	Batt.	28	28	26, 72, 162	Yes	Yes	16 Meg	Over/ Home Plt.	MLB	Yes
MLBPA Baseball	Pass.	28	2	7, 162	No	No	8 Meg	Over/ Home Plt.	MLBPA	Yes
Nolan Ryan's Baseball	Batt.	14	1	10, 30, 60, 130	Yes	No	4 Meg	Over/ Home Plt.	None	Yes
Relief Pitcher	None	4	4	12	No	No	16 Meg	Home Plate	None	Yes
Roger Clemens' MVP Baseball	Pass.	28	1	39	No	No	8 Meg	Center Field	None	No
Sports Illustrated Championship Football /Baseball	Pass.	28	1	19	No	No	16 Meg	Over/ Home Plt.	None	Yes
Super Baseball Simulator 1.000	Batt.	20	6	5, 15, 30, 165	Yes	Yes	4 Meg	Home Plate	None	Yes
Super Baseball 2020	Pass.	12	1	15	No	No	12 Meg	Over/ Home Plt.	None	Yes
Super Bases Loaded	None	13	1	1	No	No	8 Meg	Over/ Cen. Fld.	None	Yes
Super Bases Loaded 2	Batt.	14	3	13, 45, 84, 123, 162	Yes	Yes	8 Meg	Ball Cam.	None	Yes
Super Batter Up	Pass.	26	3	Unknown	No	No	8 Meg	Over/ Home Plt.	MLBPA	Yes

SUZUKA ON TWO WHEELS

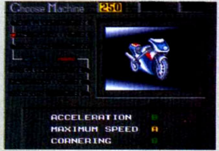
By Namco

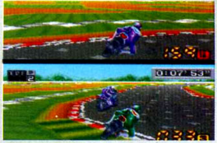


San Jose, CA—Motorcycle track racing returns to the Super NES with Namco's **Suzuka 8 Hours**, named after the brutal, Japanese endurance race. One or two players customize their machines then rev them to the redline and lean them to the pavement. Five courses contain just about every type of track imaginable, making for a good challenge, and the length of races can be adjusted between 15 minutes and eight hours. Besides selecting different sizes of engines and choosing an advantage for Acceleration, Max Speed or Cornering, you can set your own racing color scheme. You can also choose between Manual and Auto shifting. Early on, the cornering option is probably best. The two-player option splits the screen horizontally and is the real highlight of the game. The password feature lets you challenge all the courses in the Race Tour option. As for the eight hours on the track—you can set it to real time or game time. A word of advice, game time won't leave your brain numb. Other options include two shift patterns, a steering selection and the ability to turn off Hits or collisions with other bikes.

> **"The two-player option . . . is the real highlight . . ."**

Compared to the other two motorcycle games, Kawasaki Caribbean Challenge and GP-1, Suzuka falls in the middle. It has superior control and a more realistic feeling than Kawasaki, but it falls short in both categories when compared to GP-1. In Atlus' GP-1, the leaning motion is very smooth. The second drawback to Suzuka is that the simulated speed doesn't seem as fast as is indicated on the speedometer. Although your speedometer may read a blurring 180 mph, the apparent speed will seem much slower. Where Suzuka scores over GP-1 is in the long endurance races that will truly test your mettle.

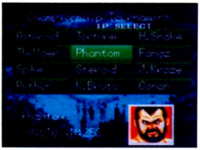




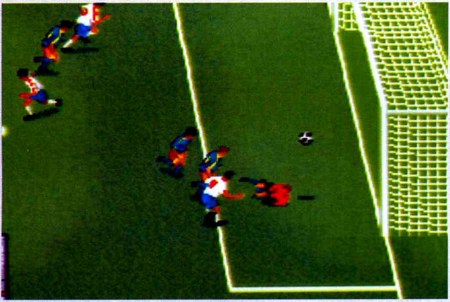
NATSUME ON THE MAT

By Natsume

Burlingame, CA—Natsume wanted to bring a different kind of wrestling game to the Super NES and did so with **Natsume Championship Wrestling**. Without the frills of big time, TV wrestling, they created a more traditional game emphasizing the moves and skills of twelve fictional wrestlers. Each wrestler has dozens of possible moves that vary depending on the situation. For instance, if Fangz is grappling with his opponent, you can push the B Button to throw the Brain Buster. But if the opponent is on the mat, the B Button activates the Stomp. It can be frustrating trying to master the number of moves, or just to keep them straight in your mind. One or two players can join in exhibition and tag team matches. Without a license like the WWF, many wrestling fans will be disappointed, but some players will find enough moves here for a challenge.

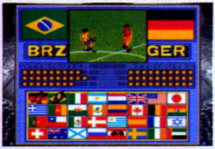


WORLD CHAMPIONS



By Acclaim

Oyster Bay, NY—**Champions World Class Soccer** from Acclaim is well-named, because it is indeed a world class soccer game. Of course, the crowd of soccer games is getting bigger almost every day, and even good soccer sims are anything but an endangered species. Champions WCS makes its mark with terrific animation, excellent options and good, though touchy play control. The look of the game is first class all the way. One or two players can choose teams from 32 of the world's top soccer playing nations. Each team is ranked for speed, offense and defense, making handicapping in exhibition matches easy. You can also play in tournament mode and save it with a password. Play options include your choice of having offsides and fouls switched on or off and 15, 30 and 45 minute periods. After choosing a team, you'll see the stats for your group. The tournament works just like the World Cup, with teams having to win their groups to move on to the next round. Before the match begins, you'll be able to set your formations, and your goalie can be controlled either automatically, semiautomatically or manually. There's even a replay option, which is great for seeing just how spectacular your moves were.

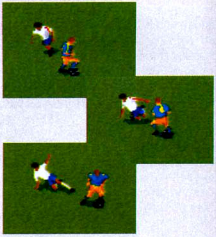


> **"The look of the game is first class all the way."**

Once on the pitch, the view is overhead from the side and includes a radar screen for scanning the entire field. Switching between players is easy, and so is passing and shooting. If the game has any weakness, it may be that running speeds seem a bit slow. On the other hand, when the action is contained in a smaller area like in front of the goal, it seems very real. Good sound adds to the excitement, since the crowd noise picks up when a score is imminent.

Compared to other soccer games, Champions WCS is a solid choice on the traditional model. It lacks the gut excitement of Super Soccer and Tony Meola's, both of which take you onto the pitch, and it isn't lightning fast like World Soccer '94. Still, it's a classy game—a real winner.

XYZ Copiers
Acclaim
MATCH



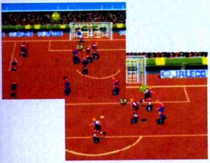
EXCESSIVE JUBILATION HAND BOOK

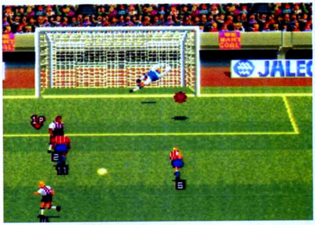
Includes:
-High 5s, High 10s and Patty Cake
-Soccer Hugging Techniques
-101 End Zone Dances
-Tennis Racquet Toss

EXCESSIVE JUBILATION HAND BOOK

GO FOR THE GOAL! 2

By Jaleco

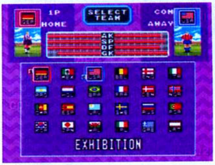




Wheeling, IL—World Cup fever seems to have exploded on the Super NES with a league of soccer games coming out in the past year, and Jaleco gets in on the act with its second title, **Super Goal! 2**. Like Champions WCS, Goal! 2 is an international tournament with a password. You can choose from 24 national teams or play the two-player exhibition mode. There's also an option that lets you determine matches using penalty kick shootouts to generate quick stats. Teams are rated in four areas, Attack, Speed, Defense and Goalkeeper, which allows you to pick teams that are suited to your skill level and style of play. Other interesting options are the Back Pass enable and Home Field Advantage, which gives your team favorable decisions on fouls. Four stadiums can be selected, each with considerably different field conditions that will affect play. As for formations, you'll find more choices in Goal! 2 than in any other soccer sim.

> **"As for formations, you'll find more choices in Goal! 2"**

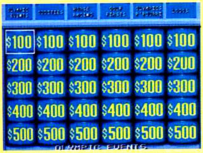
Although the view is a fairly standard vertical scroll over the field, when the ball is booted on high, the view switches to ball cam and goes floating off into space, making it difficult to control your players. Play control in general is not as sharp as that of Champions WCS, World Soccer '94, Super Soccer or Tony Meola's, and without a full field view, it's easy to lose your place.



THIS IS JEOPARDY . . .

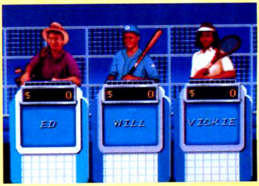
By Gametek

So you call yourself a sports fan. Put yourself to the test and play **Jeopardy! Sports Edition** to see if you really know enough trivia to be a champion. After choosing one of six on-screen personas, you'll begin the first round with such categories as Football Terms, Baseball Onlys and Hall of Fame. You'll be challenged by statements like, "This major league baseball player played 500 games with four teams." If you responded with anything but, "Who is Rusty Staub?" you just lost big bucks. A digitized Alex Trebek provides the answers, which number over 3,500 for the entire game. Spelling out your question using the pick-a-letter method takes time, but most players will have more trouble coming up with the right question than spelling it out. You'll find Daily Doubles and Double Jeopardy, as well, and up to three players can compete. (You don't need to use a multi-player adapter for the three-player competition.)



$100	$100	$100	$100	$100	$100
$200	$200	$200	$200	$200	$200
$300	$300	$300	$300	$300	$300
$400	$400	$400	$400	$400	$400
$500	$500	$500	$500	$500	$500

OLYMPIC EVENTS



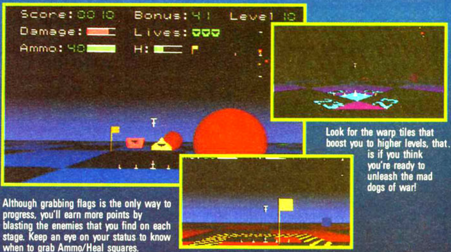
The one problem with this and other Jeopardy games is that you don't have a panel of judges to rule on close responses. Say you get an answer like, "This player holds the most NHL records," and you say, "Who is Gretzky?" Sorry. If you don't include "Wayne" you'll be out of luck. That can be frustrating, but overall, it doesn't detract too much from what is otherwise a great game. Oh, one more thing: These answers are mind-bogglingly tough. If you can win at this game, you really are a walking record book. Unfortunately, you don't get to keep your virtual winnings.

© 1994 Cybersoft
Spectre™ is a registered trademark of Velocity Corp.
SPECTRE™

Welcome to the virtual battlefield of Cybersoft's Spectre where video tanks take all the risk out of warfare but leave you all the rewards. In your Spectre battlecraft, you can warp, leap, shoot and run, customize, play split screen with or against a friend or climb the arena ladder of ever greater challenges.

VIRTUAL COMBAT

Spectre for the Super NES serves up the excitement and challenge of the original Macintosh version and adds a few touches of its own. Imagine that you are in a virtual reality battle on a VR 3-D battle plain. Your goal is to collect enough flags to move on to the next level, but enemy tanks close in with their guns blazing. Dodging behind obstacles and collecting green Ammo/Heal dumps keeps you in the running. But a sudden warp zone drops you in even greater danger. What makes Spectre come together is the quickness and smoothness of the scrolling and great two-player options that will keep you virtually engaged.



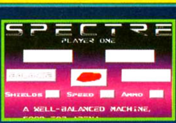
Although grabbing flags is the only way to progress, you'll earn more points by blasting the enemies that you find on each stage. Keep an eye on your status to know when to grab Ammo/Heal squares.

Look for the warp tiles that boost you to higher levels, that is if you think you're ready to unleash the mad dogs of war!

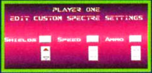
Later levels have more dangerous obstacles, mazes and enemies.

THE SPECS OF SPECTRE

No Spectre battlecraft suits every pilot, therefore you have a choice of three standard models, or you can design your own perfect, virtual assault vehicle. The Strong craft can get you started safely, but the Speed craft has the agility you'll need at higher levels. When putting together your dream machine, you have 15 units to divide between three categories.



SPECTRE
PLAYER ONE
SHIELDS SPEED AMMO
A WELL-BALANCED MACHINE,



PLAYER ONE
EDIT CUSTOM SPECTRE SETTINGS
SHIELDS SPEED AMMO

Pick from three standard tank models, or custom build your own.

BALANCE

Just a little more speed is what you need. In war, it's all or nothing and this balanced approach doesn't go all out in any category.

SHIELDS	5
SPEED	6
AMMO	4

STRONG

First time Spectre gladiators should check out the heavy Strong model. The extra shielding will give you time to figure out which way is up.

SHIELDS	8
SPEED	4
AMMO	3

SPEEDY

This standard sporty model gives you the speed to race out of trouble and leap tall obstacles. With three Shield units, you must avoid hits at all costs.

SHIELDS	3
SPEED	8
AMMO	4

CUSTOM

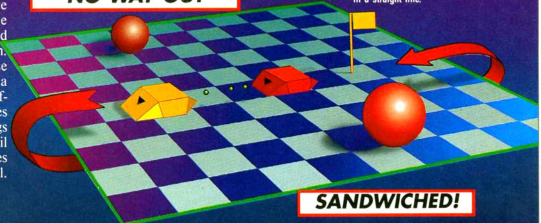
Configure your heart out and design a machine that emphasizes your strengths while protecting against your weaknesses. Extra speed gives you the edge!

SHIELDS	?
SPEED	?
AMMO	?

BE BATTLE-READY

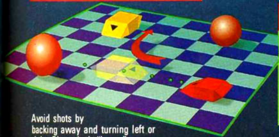
Once you've landed in the battle arena, scan your inset radar to locate enemies and flags. For a look at the terrain, use your jump button and then turn 360° to view the horizon. And if you come under attack, use the hyperspace button to escape in a flash. Each level will show you a different face with varying obstacles and enemies. Grab three flags quickly, then blast bad guys until you run out of Ammo/Heal squares before moving on to the next level.

NO WAY OUT



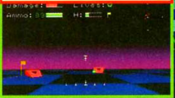
The map of each level keeps repeating as you move in a straight line.

BACK OFF



Avoid shots by backing away and turning left or right. Shots don't "home."

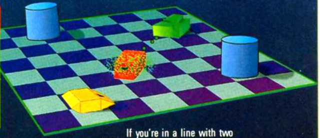
QUICK SHOT



Damage: Lives:
Ammo: 39 H:

Since there is less of a pause between firing and hitting targets at close range, use single shots instead of grenades.

SANDWICHED!

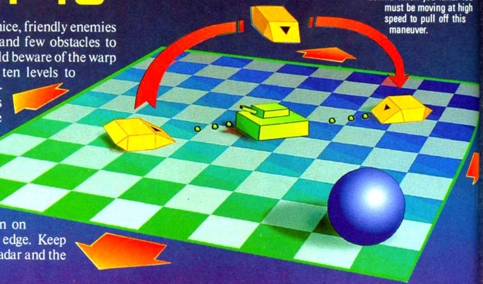


If you're in a line with two tanks, the furthest may accidentally hit its ally.

THE BATTLE BEGINS

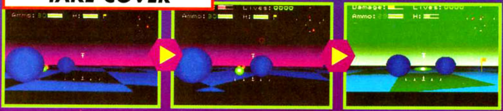
LEVELS 1-10

The game starts off like a picnic with nice, friendly enemies that can be creamed with one shot and few obstacles to bash yourself against. Beginners should beware of the warp zones that leapfrog you up five or ten levels to where the picnic becomes a nightmare feast with your Spectre craft as the main course. Expensive grenade shots gain importance as you encounter stronger, smarter enemies. You'll also find more enemies in your face as you climb from level to level. The techniques shown on these pages will help you keep the edge. Keep moving, but also keep an eye on the radar and the horizon to avoid ambushes.



Meet an enemy's head-on attack by jumping over it, spinning in midair, then blasting it from behind when you land. You must be moving at high speed to pull off this maneuver.

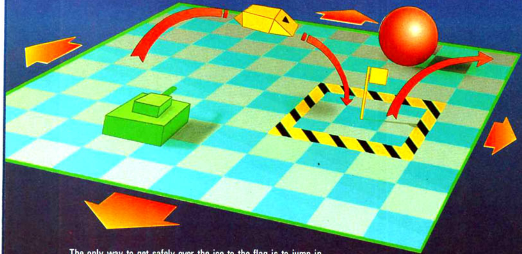
TAKE COVER



Clever combatants use whatever advantages they can find, like the blocks and spheres that sit on the checkered plain. Line up an obstacle between you and an enemy, but keep a slice of visibility open for blasting the unsuspecting tank ahead. While hiding behind cover, your maneuverability is greatly reduced. Be careful.

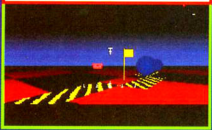
LEVELS 11-20

In the second ten levels, the computer gets smarter and the layouts of the levels become ever more devious. The striped "Ice" barriers present a dangerous new obstacle and the enemies begin following you, even when you take to the air. It won't be as easy sneaking up on your foes. You'll also have to start using grenade shots to put away tough new tanks.



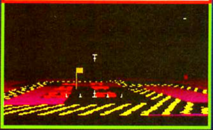
The only way to get safely over the ice to the flag is to jump in. Start your jump while moving fast. The flag should just become visible over the horizon when you jump.

GET THE EDGE



Your Spectre craft can edge up to the "Ice" and collect the flag on the far side.

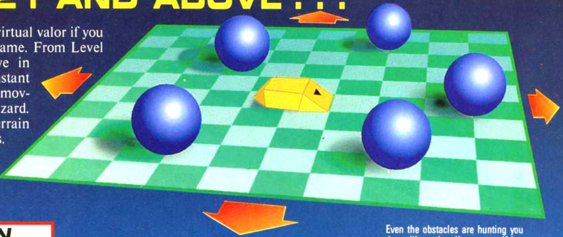
THE MAZE RUN



Destroy all the enemies in the area before venturing into the maze of Ice or you'll be a sitting duck.

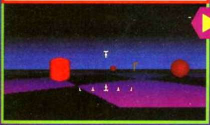
LEVELS 21 AND ABOVE . . .

You'll deserve a medal of virtual valor if you survive this far into the game. From Level 24 on the enemies arrive in swarms, almost from the instant that you drop in. Perilous moving obstacles add a new hazard. Jump up to survey the terrain and find the closest flags. Collecting flags may be more important than adding points to your total.

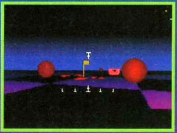


Even the obstacles are hunting you down like a dog. Keep yourself in open territory while tracking down enemy tanks. Always shoot the closest enemy first. You'll get in more shots that way.

ONE WAY IN



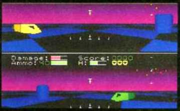
In Level 23, you'll find a flag surrounded by obstacles. Only one of them is stationary. The other obstacles move as you draw near.



Once you find the stationary obstacle, move in close to it and then inside the circle to get the flag.

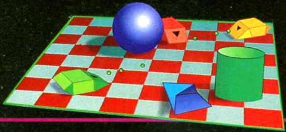
SPECTRE x 2

Spectre really rocks as a two-player game. The split screen shows both players a first-person perspective as they hunt down the other guy or his computer allies. The best part is that the action is more unpredictable than ever. You can even play as a team against the computer brain.



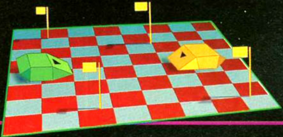
ARENA

Each player blasts everything in sight, earning points for every tank blown to bits. The first player to collect 1,000 points wins the shootout. This isn't a turkey shoot, though. The targets shoot back.



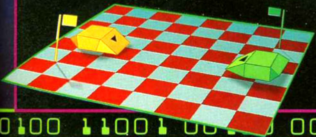
FLAG RALLY

In this game, each player tries to collect ten flags, each worth 100 points. Your goal is to reach 1,000 points, but if you lose a tank, your score reverts to zero.



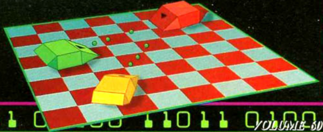
BASE RAID

This game makes use of offense and defense. You team up with a computer drone tank to try to take your opponent's flag. At the same time, you must keep your own flag secure from enemy attacks.



ALLIED ATTACK

Two humans jointly take on an army of sharp-shooting drones. The goal is to collect the flags of the drones. Team strategies include drawing fire and setting up ambushes.



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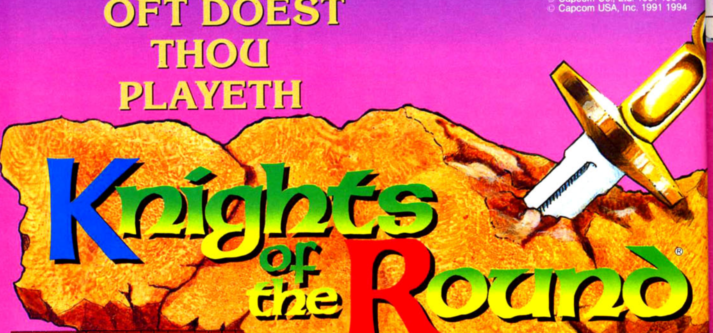
OFT DOEST THOU PLAYETH



Knights of the Round®

Legend says that the man who removes "Excalibur" from the stone is destined to be king

YEA, 'TIS NOBLE

Arthur's Legend

Capcom has taken three main characters from Arthurian legend and has thrown them into a Final Fight-ish hack and slash game. This game is pretty standard fare as far as hack and slashers go, but it's not standard fare considering that it's a Capcom product.
There are far better Capcom titles available. One of the best things about the game is the two-player mode. It's really fun!

One day while training to be a knight, Arthur pulled the sword from the stone and so our story begins...

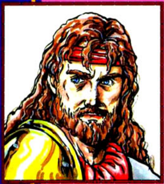
WHAT DOEST THOU BIDDEST?

All story line aside, your mission in Knights of the Round is to fight your way through several scrolling stages, defeating just about everything in sight. Most of the stage bosses are fairly tough to beat. You can pick up Power-Up items and loot by defeating enemies and cracking open barrels. Ultimately, your goal is to locate the Grail that Merlin has told you about.

king. you must find it and
it to unify Britain under
rule

Knightly Warriors

When you begin your mission to find the Grail, you can choose to play as one of three warriors: King Arthur, Sir Lancelot or Percival. As you might imagine, no two warriors have abilities that are exactly the same. They differ in speed, power and defensive ability. Also, if you continue your game after being beaten, you can choose a different knightly fighter.

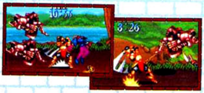


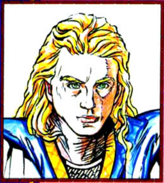
ARTHUR

Well-rounded in his abilities, King Arthur is probably the best choice for playing the game through the first time.

POWER MOVE

Swinging Excalibur over his head like a wild man, Arthur's power move sends all enemies in the immediate area crashing to the ground in pain.



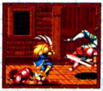


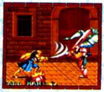
LANCELOT

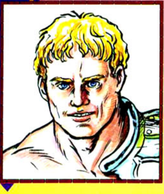
Lancelot's speed is the greatest asset he has, but his weakness lies in his inability to strike a powerful blow.

POWER MOVE

A barrage of circular sword slices is what happens when Sir Lancelot applies the juice to his power move. Cut your opponents down to size.





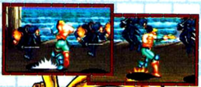


PERCIVAL

Percival's strength will take him far in battle, but be warned: he is not as quick as Arthur or Lancelot.

POWER MOVE

First striking the ground and then swinging powerfully in a circular fashion, Percival has a power move that will easily take everyone out.

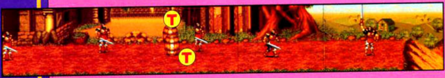


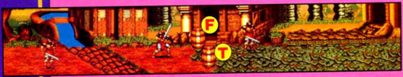
Team up for the Grail

As with most two-player games, the action only gets better when you're not alone in your quest for glory. Two-player fighting games like Knights of the Round are fun because you can watch out for your partner and he can watch out for you. The enemies will gang up on you, so hang together!

Village on Fire

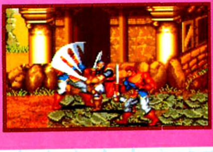
The first stage is really short. It's more like an introduction to the game, if you will. The enemies are seriously wimpy, so you should be able to just blaze right through them.





WATCH YOUR BACK

Enemy pairs, like these two Soldiers, love to get you boxed in between them. Avoid these situations!



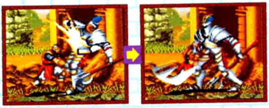
ITEMS

Treasure is abundant. Food is very nice to get. The Level Ups and Smart Bombs are few and far between.

T = TREASURE
F = FOOD
L = LEVEL UP
S = SMART BOMB

SCORN WILL BE SCORNED

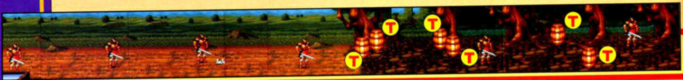
Jump in for the attack and mow down this armored bean pole with several whacks and then jump away. He'll try to hook you with his weapon if you don't move out of the way quickly enough.

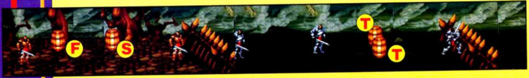


Attack as fast as you possibly can when you are in position. Prepare to make a hasty retreat before Scorn counters.

Desperate Fight

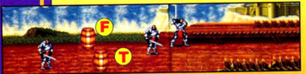
Stage 2 is more of the same: hack something . . . slash something . . . hack something . . . slash something. You get the idea. The enemies, like the Masked Man, are tougher, but none are terribly tough.





BARRIERS

Don't be afraid of the spiked barriers. Just walk up to them and smash them down with your weapon. They're just for looks.

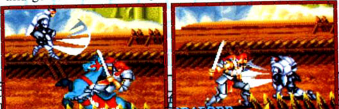


HORSE THIEF!

Braford carries two swords. If you manage to steal his horse, things will be matched more evenly. You can turn the horse by pressing the B Button.

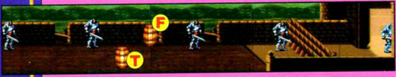
BRAFORD BATTLE

Knock Braford down off of his horse and then jump on and go for a ride. It helps when you go to attack.



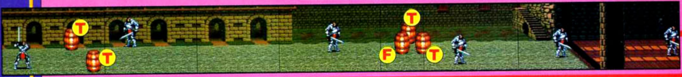
Battle at the Castle Fort

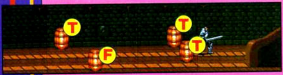
Heavily-armored knights begin to show up with more regularity inside the castle. The action starts heating up in this stage. There's another horse to ride!



STORM THE CASTLE!

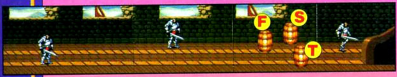
When you break the spiked barrier, your allies and your enemies will enter the castle. There's more action inside!

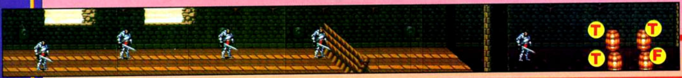


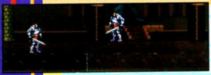


THE MAGICIANS

Don't allow the Magicians any time to set up an attack. They'll toss magical blast of fire and energy at you. Hit them when they appear. Make it your top priority!



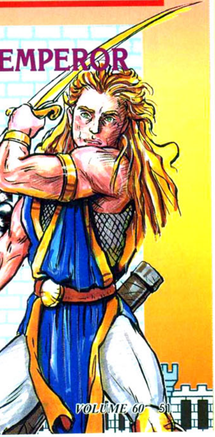




ARLON: THE SILVER EMPEROR

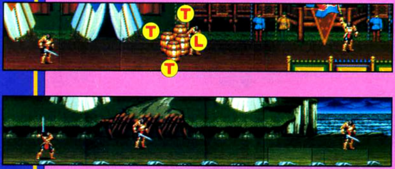
The main thing to watch out for is Arlon's mace weapon. He can extend it quickly right into your face. Ouch! Try to get behind him when you attack. This should allow you to get several hits in on him. Otherwise, just keep swinging your sword as fast as you possibly can and use your power move from time to time.

Use your power move when you've got Arlon down to where he can be taken out with a few hits. Even though the move uses up your energy, it will be restored to full power when you win. Why not use it?



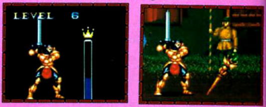
The Knight's Tournaments

After reclaiming the castle from Arlon, you'll go on to Stage 4. It's not much of a tournament. You just keep doing what you've been doing all along.



GET A LEVEL UP

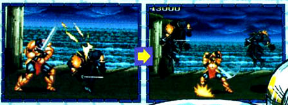
Enclosed in a group of barrels in this area is a Level Up. Don't pass it up. It will only help you and make you stronger.



Arthur smashed open all of the barrels and uncovered the rare Level Up item. He'll go from Level 6 to Level 7 now.

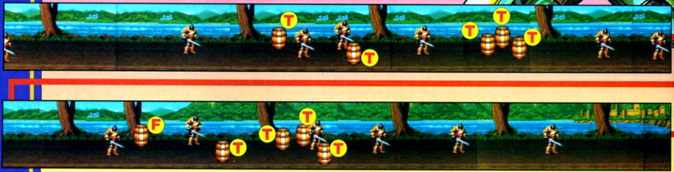
PHANTOM 3

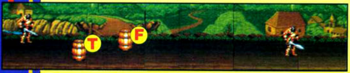
The Phantom splits up into three different Phantoms. Only one will take any damage. Pay attention to his energy gauge to find the appropriate one to maim.



The Expedition

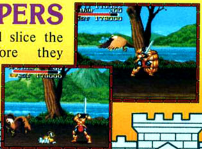
Without much variety, more of the same types of battles take place in this stage. However, the Falcons that swoop down at you can be real menaces.





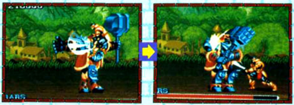
SWOOPERS

Jump up and slice the Falcons before they swoop down to eye level. They seem to be easier to hit up in the air.



HAMMER TIME

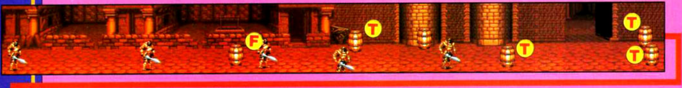
Balbars has a huge blue hammer! And he's not afraid to use it, either! If you have to Continue while fighting him, use mighty Percival.

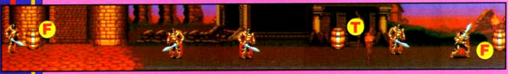


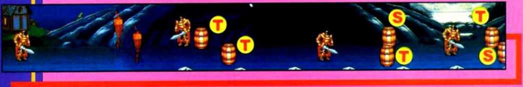
There's not much strategy in this very difficult battle with Balbars. Just get in there and swing for all that you're worth!

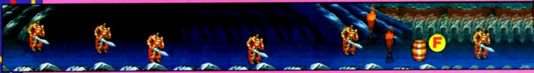
Knights in a Strange Land

The land doesn't look all that strange and the enemies are sure familiar. Except for the Tigers. They are a little unpredictable. You should be able to judge their movements after watching them for a while.



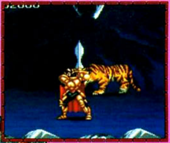






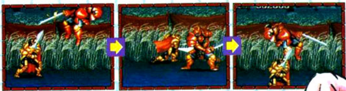
PACING

The Tigers pace back and forth. Anticipate their line of travel before they appear.



MURAMASA

Things are getting difficult in the boss department now! Use jumping sword blows against Muramasa. You may have to waste a few lives using power moves.



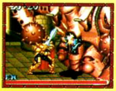
After a long and arduous battle, Muramasa finally succumbs to Arthur's mighty blade, Excalibur.

The Final Battle

The last stage is brutal, even when the game is set on the Easy difficulty level. The last stage isn't any longer than the other stages, just tougher.

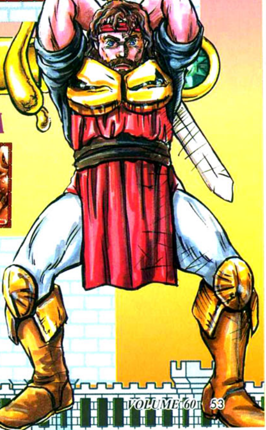
GASH THE GOLEM

Strike rapidly at the "heart" of the Iron Golem. Just watch out for the giant mace arm that can hit your head.



WHO'S THE BOSS?

At last, you finally get to uncover the mystery and battle for the Grail. One evil being stands in your way now. What are you going to do about it? Cross your fingers and hope for the best? Naw! You'll fight on!



THE NINTENDO POWER AWARDS

1993 WINNERS

1993
NINTENDO POWER AWARD
NP

The players have spoken, sending in their 1993 Nintendo Power Awards ballots from around the nation. As always, some of the winners were solid favorites while others surprised everyone, but even a quick glance will show you that these games were the best of the best in 1993. Titles from every category of gaming placed among the finishers this year, further proving that video gaming is getting stronger and you have more choices than ever before. So what should you make of all the hoopla? If you haven't played some of these games, give them a try. The most dedicated game players in the world recommended them, and that's a pretty good endorsement.

Best Graphics and Best Sound

The 3-D polygon design of the Super FX-driven Star Fox took players to a new frontier of video gaming while Link's Awakening may be the best Zelda game ever. Mega Man Ⅴ was the best of its series so far.

SUPER NES

1st **Star Fox**
2nd Mortal Kombat
3rd Secret of Mana

GAME BOY

1st **Link's Awakening**
2nd Mega Man Ⅳ
3rd Jurassic Park

NES

1st **Mega Man Ⅴ**
2nd Kirby's Adventure
3rd Battletoads & Double Dragon

THE COMPETITION

The race for the Nintendo Power Awards was stiffer in '93 than ever before. For the Super NES, more than 150 titles vied for the honors. On the voting side, Nintendo Power received tens of thousands of ballots from players.

Challenge

The most challenging games in 1993 required lightning reflexes and razor wits. Star Fox presented players with the fastest space shooting action ever while Link's Awakening puzzled players for endless hours.

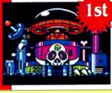
SUPER NES

1st **Star Fox**
2nd Secret of Mana
3rd Super Empire Strikes Back

GAME BOY

1st **Link's Awakening**
2nd Ultima: Runes of Virtue II
3rd Tetris 2

NES



1st **Mega Man V**
2nd Tetris 2
3rd Fire 'N Ice

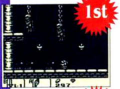
Theme and Fun

The adventure category was the clear winner for theme and fun. The depth of play in both Secret of Mana and Link's Awakening were exceptional. Mega Man V used one of the classic action game formulas.

SUPER NES

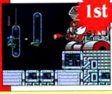
1st **Secret of Mana**
2nd Super Mario All-Stars
3rd Street Fighter II Turbo

GAME BOY



1st **Link's Awakening**
2nd Kirby's Pinball Land
3rd Jurassic Park

NES



1st **Mega Man V**
2nd Kirby's Adventure
3rd Battletoads & Double Dragon

Play Control

Exceptional control is critical in any action setting, from shooters to adventures. This year's winners take you to fighting arenas, outer space and worlds of fantastic magic.

SUPER NES

1st **Street Fighter II Turbo**
2nd Star Fox
3rd Disney's Aladdin

GAME BOY

1st **Link's Awakening**
2nd Mega Man IV
3rd Kirby's Pinball Land

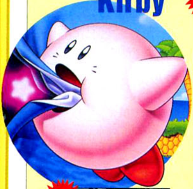
NES

1st **Mega Man V**
2nd Battletoads & Double Dragon
3rd Kirby's Adventure

Best Hero

What makes a great video game hero? They should be fun, versatile and maybe a little bit strange. The lovable Kirby fits the bill, but was a real surprise.

Kirby



Kirby has finally arrived with an outstanding showing in the Nintendo Power Awards this year. His recent exposure has covered two game systems and a range of game types from action to pinball.

The Lost Vikings

Eric the Swift, Baelog the Fierce and Olaf the Stout are lost no longer.

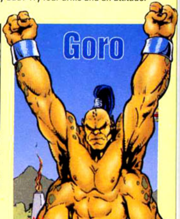
Link

Link's adventures just keep getting better. Who wouldn't want to be in his shoes?

Best Villain

And the boos have it! The bad boys of video games outnumber the good by a long shot, but what does it take to be truly bad? Try four arms and an attitude.

Mortal Kombatants shiver in their shoes when Goro enters the arena. With his mutant strength and awe-inspiring freakishness, Goro claims the crown of best, worst and biggest bad boy of them all.



Dr. Wily

Perennially one of the most beloved mad scientists, Dr. Wily does it again. Boo-hiss!

Darth Vader

Who could be more nefarious than Darth Vader, master of the dark side of the Force?

For Super NES
Most Innovative

The wheels of invention were spinning in 1993 with some of the most radically new games combining puzzles, action, strategy and other elements.

1st **The Lost Vikings**

These kidnapped Norse heroes have to work together to escape from some of the strangest settings in video game history. The combination of individual Viking skills and puzzling obstacles is a winner. The sense of humor was also a winning innovation.

Super Bomberman

The first four-player game for the Super NES proved to be an explosion of fun.

Shadowrun

This cyberpunk title combines RPG and adventure elements in one of the best sci-fi games ever.

For Super NES
Best Sports Game

One of the most popular categories of games is sports, and the number of Super NES titles has been growing at a staggering rate. Here are the best.

1st **Tecmo Super NBA**

Tecmo Super NBA may have been the only major basketball title of 1993, but by all standards it was a champ. With complete NBA teams, all the traditional Tecmo options and excellent on-court play control, Tecmo Super NBA delivers real excitement.

Madden NFL '94

The best video football game anywhere arrived a few months earlier than its name.

NHL Stanley Cup

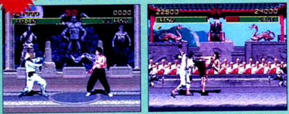
Mode 7 graphics took players onto the ice with their favorite NHL teams.

Best Overall

What does it take to be the best overall game? Great play is the essential factor, which combines graphics, sound, theme, challenge and play control. This year, the first and second places for Super NES were separated by only five votes.

Best Overall Super NES

1st Mortal Kombat



With all the controversy over Finishing Moves and amounts of blood, Acclaim's Super NES version of Mortal Kombat rose above the fray and delivered superior graphics and moves to take Best Overall honors for 1993.

2nd

Secret Of Mana

Only five votes behind, Secret of Mana was the adventure hit of the year.

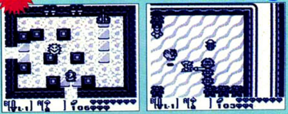
3rd

Magical Quest
Starring Mickey Mouse

The year began with the incredible graphics masterpiece of Capcom's Magical Quest.

Best Overall Game Boy

1st Link's Awakening



Maybe the biggest game ever for the portable system, The Legend of Zelda: Link's Awakening covered an island of fantasy adventure and kept players searching for the Windfish for months on end. In case you haven't noticed, it won every Game Boy category—a clean sweep.

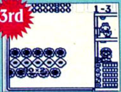
2nd

THE MORE CHIPS
YOU COLLECT.

Mega Man IV

An excellent action game from one of the top series of all time.

3rd

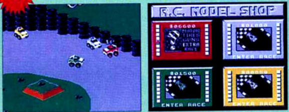


Yoshi's Cookie

A new puzzle challenge with some favorite characters made for a winner.

Best Overall NES

1st R.C. Pro Am II



Tradewest's R.C. Prom Am II brought miniature racing to the NES in a big way. Great play control and lots of variety in the courses kept this game plugged in and turned on. The competition at the top was tough, although the NES field was small last year.

2nd

Battletoads & Double Dragon

Great action and characters won votes for BT&DD.

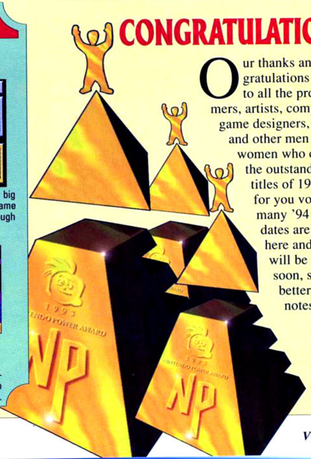
3rd

Kirby's Adventure

Kirby's first adventure in color dazzled voters who also named Kirby hero of the year.

CONGRATULATIONS

Our thanks and congratulations go out to all the programmers, artists, composers, game designers, testers and other men and women who created the outstanding titles of 1993. As for you voters, many '94 candidates are already here and more will be arriving soon, so you'd better keep notes.



CLASSIFIED INFORMATION

SOLDIERS OF FORTUNE

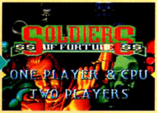
From Agent #778

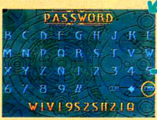
Power Passwords

Soldiers of Fortune, by Spectrum Holobyte, is an action fan's dream, but the onslaught of enemies can quickly become overwhelming for rookie players. Never fear! These great passwords will start you off in the later stages with enough cash and extra men to power your way through the game. When you first start out a new game, select the One Player & CPU option, then go to the Password screen. Enter the password of your choice, then press the B Button to begin the game. Be sure to increase your weapon power with all of your extra cash!

Brigand & Thug	**Navvie & Scientist**
WORLD 2 - W1V19S2SH21Q	**WORLD 2 - CJW19D2QQ2XF**
WORLD 3 - R18VDQWF01VP	**WORLD 3 - RJXVD8WFP1VP**
WORLD 4 - 4141L1V4QVX6	**WORLD 4 - 4J3WLPV9XWSC**

Beginning players can quickly get themselves in trouble if they aren't careful.


SOLDIERS OF FORTUNE
ONE PLAYER & CPU
TWO PLAYERS
Select the One Player & CPU option, then enter the Password Screen.


PASSWORD
B C D F G H J K L
M N P Q R S T V W
X Y Z 0 1 2 3 4 5
6 7 8 9 #
W1V19S2SH21Q
Enter any of the passwords that you want, then press the B Button to start playing.

Build-up your character's weapon with the extra cash before you head into battle.

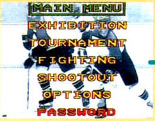
SUPER SLAPSHOT

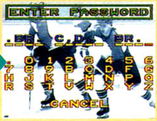
From Agent #459

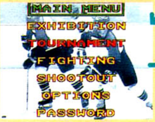
Customize Teams

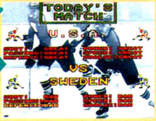
Agent #459 has found a great code for Super Slap Shot that will allow you to customize any of the teams in the game. When you first turn on the game, select the Password option from the Main Menu Screen. Enter the password ".BR. C.D. BR.", leaving the final space empty. Press the Start Button and the Main Menu will reappear. Select either an Exhibition or Tournament game, then choose your teams. At the Today's Match Screen, press Up or Down on Controller I to highlight any of the team attributes. You can change the highlighted attribute by pressing Left or Right on Controller I. When you begin playing the game, all the abilities will have changed. You can use this code with either a one or two-player game.

Enter the password ".BR. C.D. BR." then press Start.


MAIN MENU
EXHIBITION
TOURNAMENT
FIGHTING
SHOOTOUT
OPTIONS
PASSWORD
Select the Password option while you are on the Main Menu screen.


ENTER PASSWORD
.BR. C.D. BR.
. 0 1 2 3 4 5 6
7 8 9 B C D F G
H J K L M N P Q
R S T V W X Y Z
CANCEL
Enter the special password, leaving the last space blank, then press Start.


MAIN MENU
EXHIBITION
TOURNAMENT
FIGHTING
SHOOTOUT
OPTIONS
PASSWORD
Select either an Exhibition or Tournament game, then choose your teams.

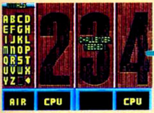

TODAY'S MATCH
U.S.A.
VS
SWEDEN
Use Controller I to change any of the team attributes before you start playing.

CLASSIFIED INFORMATION

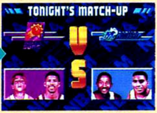
From Agent #586

More Special Guests

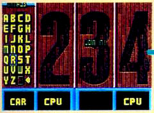
With NBA Jam being one of the hottest games around, codes for this game are hot properties. Agent #586 has discovered three more special guest players that you can use to impress your competition! To use these characters, begin a new game and choose YES when the Initial Option appears. Enter the first two letters of the Initials, then leave the cursor flashing on the last letter. Hold the L, R, and Start Buttons, then press X to enter the last letter. Choose any team and start playing with your new character.



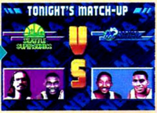
Enter the Initials AIR, leaving the last letter flashing.



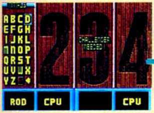
Use the code above to enter the last letter, and you'll play as Air Dog.



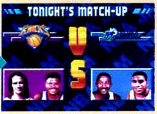
Enter the Initials CAR, leaving the last letter flashing.



Use the code above to enter the last letter, and you'll play as Chow Chow.



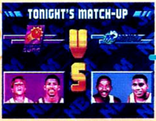
Enter the Initials ROD, leaving the last letter flashing.



Use the code above to enter the last letter, and you'll play as Scruff.

Power Up Turbo

Use this helpful code to give your player unlimited Turbo Power. Start up a new game, entering any initials that you like. Select any team, then press the Start Button. When the "Tonight's Match-up" Screen appears, quickly press the B Button seven times, then hold Y, A, and B until the tip-off. If you enter the code correctly, "Power Up Turbo," will appear in the bottom corner.



At the "Tonight's Match-Up" Screen, press B seven times then hold Y, A and B.

Continue holding the buttons until the tip-off to get unlimited turbo power.

WING COMMANDER
THE SECRET MISSIONS

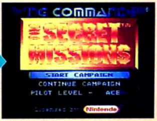
From Agent #203

Stage Select

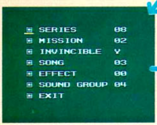
As you pilot your space fighter through various missions of Wing Commander: The Secret Missions, the outcome of the war depends on your success. Depending on your skill, you may miss some of the best missions in the game. With this code you can access any of the missions in the game, and make it through them unscathed. On the Title Screen, hold L, R, Select and Start on Controller II. While holding these buttons, press Start on Controller I to access the Option Screen. On this screen you can use the Stage Select, Sound Test, or Invincibility Options.

On Controller II, hold L, R, Select and Start, then press Start on Controller I.

Normally, you must fight your way through each mission of the game.



On the Title Screen, hold L, R, Select and Start on Controller II.



```
SERIES        08
MISSION       02
INVINCIBLE    Y
SONG          03
EFFECT        00
SOUND GROUP   04
EXIT
```

While holding the buttons, press Start on Controller I to go to the Option Screen.

You can begin the game on any mission, or choose to be invincible.

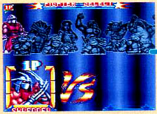
CLASSIFIED INFORMATION

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

From Agent #430

Boss Code

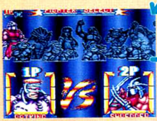
With this code you can select either of the bosses as your character when you play a Vs. Mode Game. On the Title Screen, press X, Up, Y, Left, B, Down, A, Right, X, and Up on Controller II. If you enter the code correctly you should hear a female voice. Select the Vs. Battle Mode and both of the boss characters can be accessed by moving the cursor to the top left corner of the screen. Both players can use either of the extra characters.


FIGHTER SELECT
1P
VS

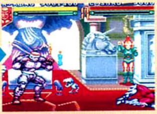
Normally you will only have ten different characters to choose from in the Vs. Battle Mode.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS
TOURNAMENT
WATCH
VS BATTLE
OPTION
STORY BATTLE

While you are on the Title Screen, use Controller II to enter the Boss Code.


FIGHTER SELECT
1P
VS
2P

Start a Vs. Battle game then move the cursor to the upper left corner to select the bosses.



These new characters are very powerful, with many new moves!

Final Attack

This code will let you use your character's special Final Attack when you play the Story Battle Mode of the Game. On the Title Screen use Controller II and press Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, then X. If you enter the code correctly, you can use these powerful attacks against all your enemies!

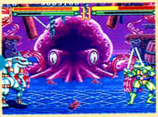
Normally, you are unable to use the Final Attacks against your enemies.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS
TOURNAMENT
WATCH
VS BATTLE
OPTION
STORY BATTLE

On the Title Screen, quickly enter the Final Attack code.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS
TOURNAMENT
WATCH
VS BATTLE
OPTION
STORY BATTLE

Select the Story Battle Mode and press the Start Button.



Now you can use the Final Attack against your enemies!

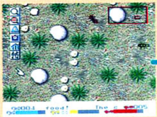
SIMANT

From Agent #017

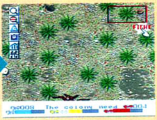
Army Ants

One of the main objectives of SimAnt by Maxis, is to take over the entire yard. Along the way you will need to combat the Red Ants at every turn. When you encounter a troop of Army Ants you can improve your chances of taking them out by using this simple code. While you are fighting, pressing the A Button will increase your chances by one percent. Press the A Button as fast as you can, and you should be able to really improve your chances of winning the battle. If you use a Controller with a turbo function, you should walk away from each battle unscathed.

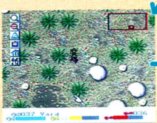
While fighting a Red Ant, quickly press the A Button.



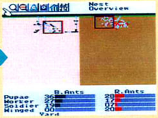
You will need to fight many Red Ants if you plan to take over the backyard.



When you encounter a Red Ant, start pressing the A Button as fast as you can.



You will increase your chances of winning the fight each time you hit the button.


Nest
Overview
B.Ants
R.Ants
Pupae
Worker
Soldier
Winged
Yard

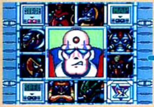
Soon you will control the entire backyard!

MEGA MAN X

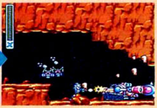
■ From Agent #483

Hyruken Mega Man

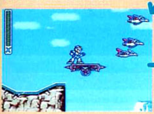
Secret Agent #483 found this highly secret special move for Mega Man X! After you have finished off all the mini-bosses and collected all of the Heart and Sub Tanks, return to the Armored Armadillo stage of the game and work your way to the end of the stage. Before you reach the boss's room, when you are flying across the chasm on the cart, jump to the cliff above the final door. Quickly climb the cliff and grab the Power-Up, then jump into the chasm. Repeat the process four more times, and Dr. Light will appear and give you the Hyruken power. Press Down, Down/Forward, Forward then Y to use the Fireball.



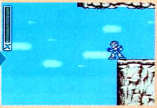
Beat all of the bosses and collect all of the Heart and Sub Tanks.



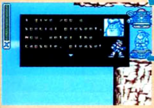
Return to the completed Armored Armadillo Stage.



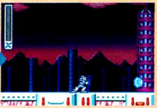
Work to the end of the stage and ride the cart across the giant chasm.



Jump toward the cliff above the boss's door and collect the Power-Up.



Jump into the chasm, then repeat the process until Dr. Light appears.



Press Down, Down/Forward, Forward, then Y to use your new power.

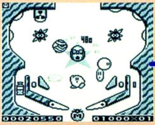
KIRBY'S PINBALL LAND

■ From Agent #201

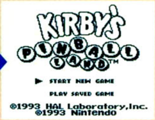
Boss Code

When you play Kirby's Pinball Land on Game Boy, you need to finish off four different bosses in order to complete the game. It can be difficult to get to the bosses, so many players never get the chance to beat them. With this code you can practice fighting them so you are ready to beat them in the normal game. On the Title Screen, press Right, A, B, and Select at the same time, then hold them until the High Scores appear. If you see a black cat walk across the screen, start a new game and begin playing!

On the Title Screen, press Right, A, B, and Select at the same time.



Normally, you will have to work your way through the game in order to fight the bosses.



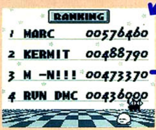
KIRBY'S PINBALL LAND™

▶ START NEW GAME

PLAY SAVED GAME

©1993 HAL Laboratory, Inc.
©1993 Nintendo

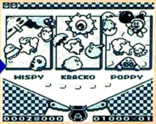
Enter the code on the Title Screen and hold the buttons until the High Scores appear.



RANKING

1	MARC	00576460
2	KERMIT	00488790
3	M -N!!!	00473370
4	RUN DMC	00436000

If you enter the code correctly, a black cat should walk across the bottom of the screen.



When you start a new game, you will only be able to fight the bosses.

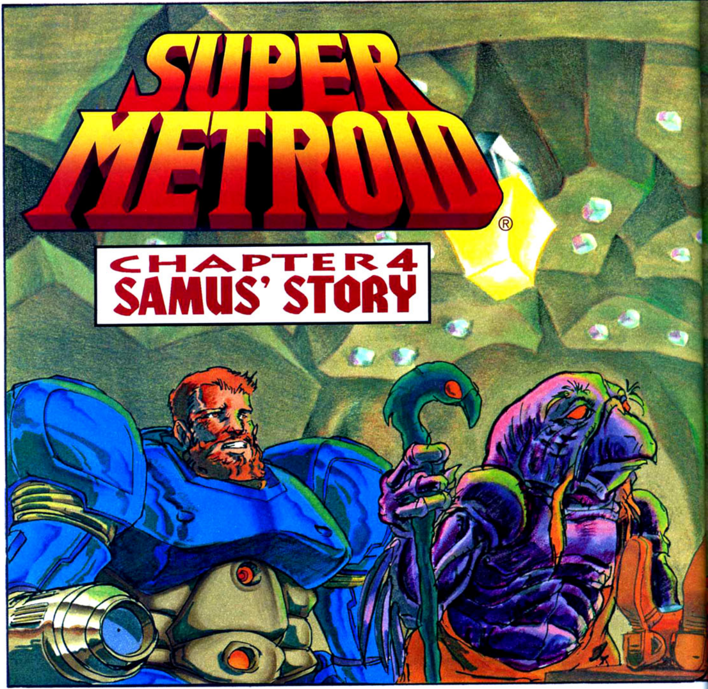
SECRET AGENTS WANTED

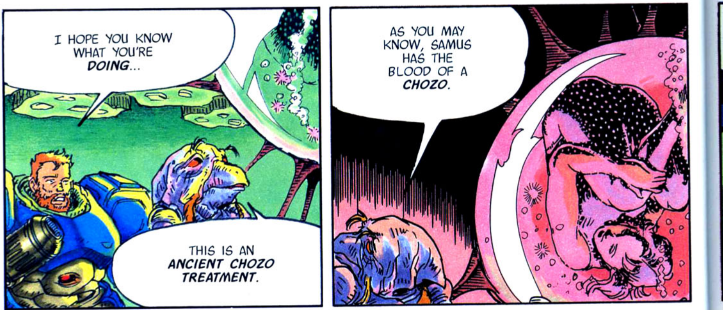
A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

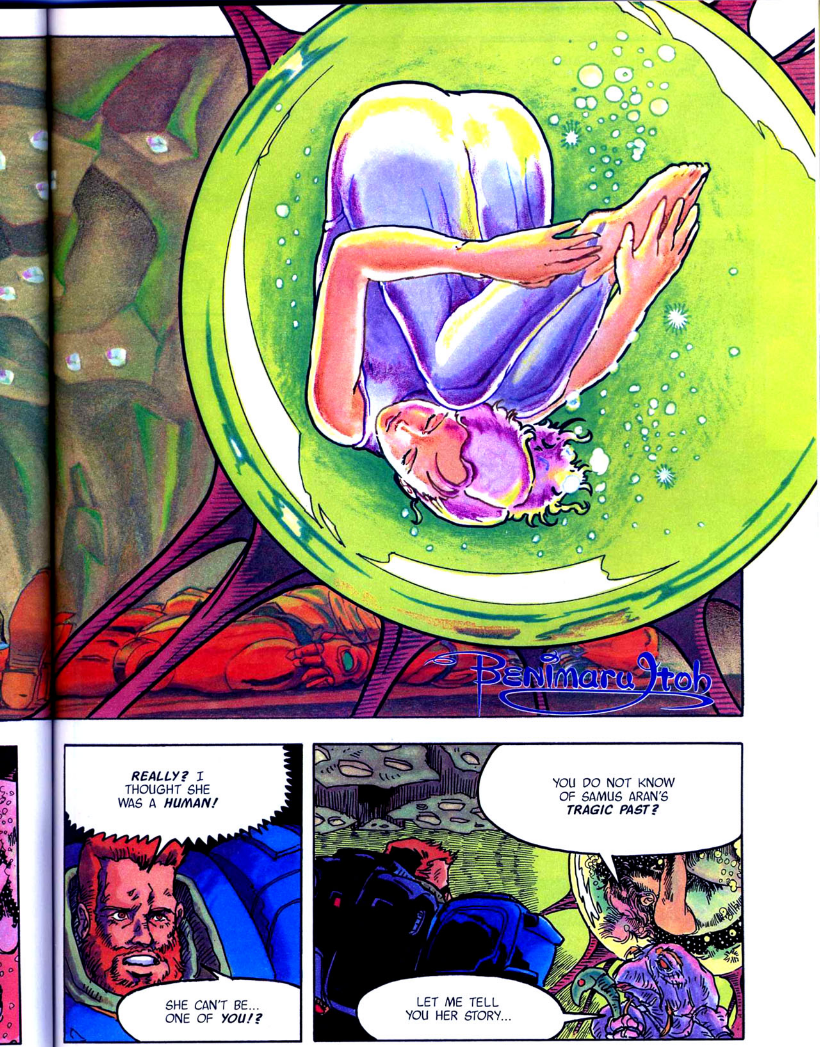
Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

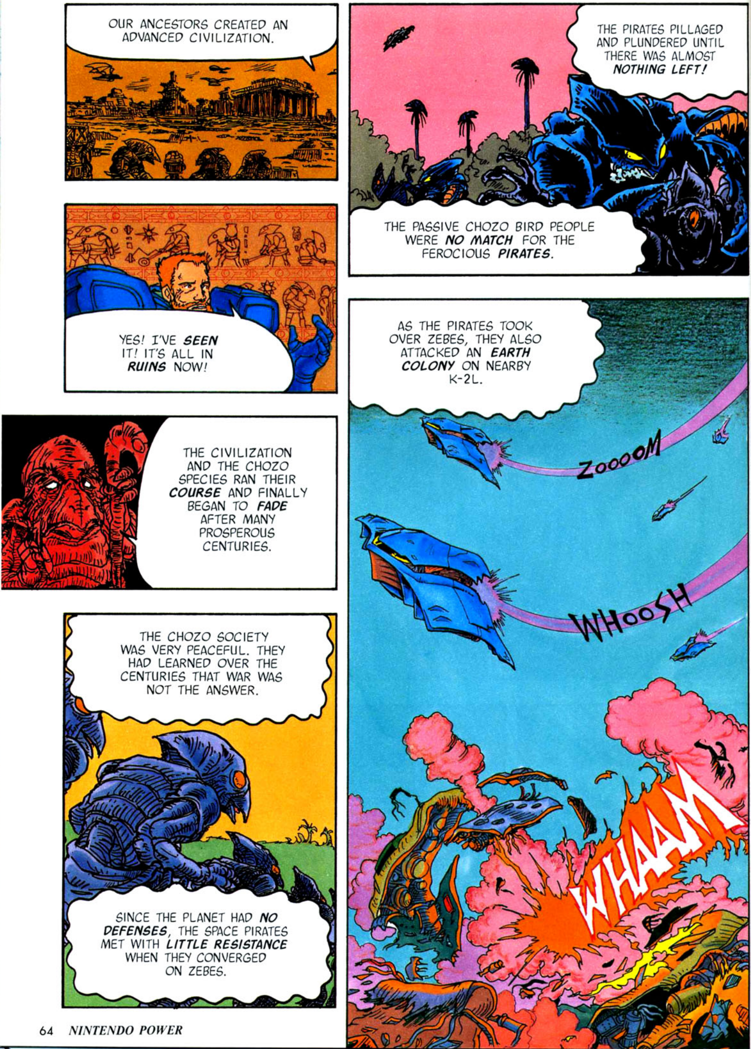
SUPER METROID®

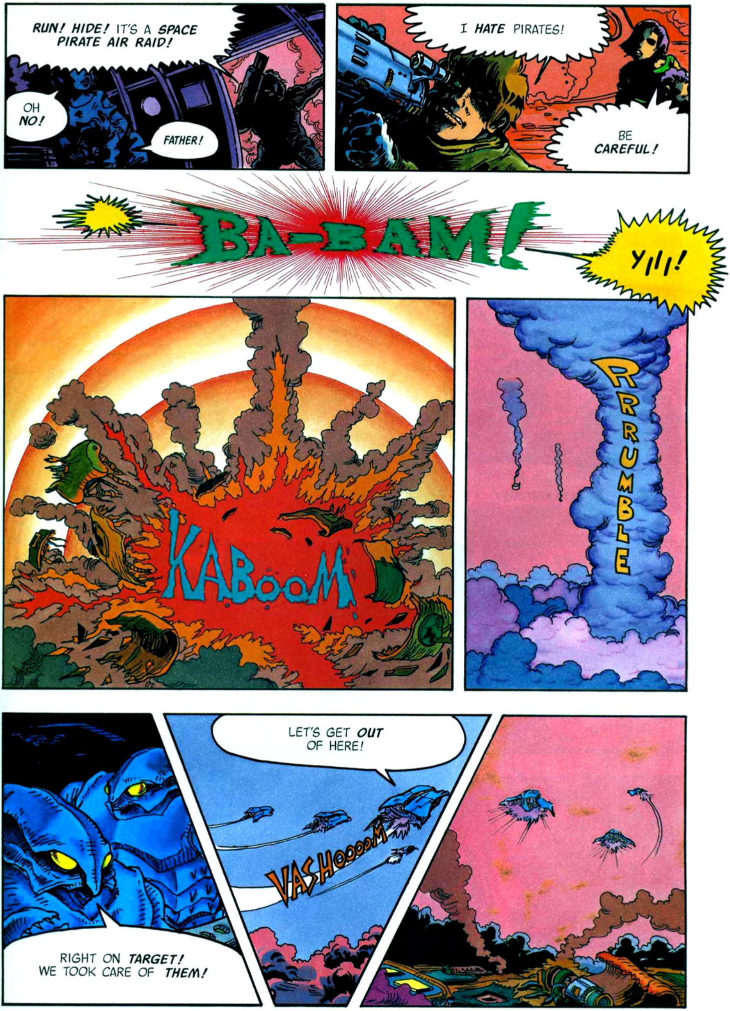
CHAPTER 4
SAMUS' STORY

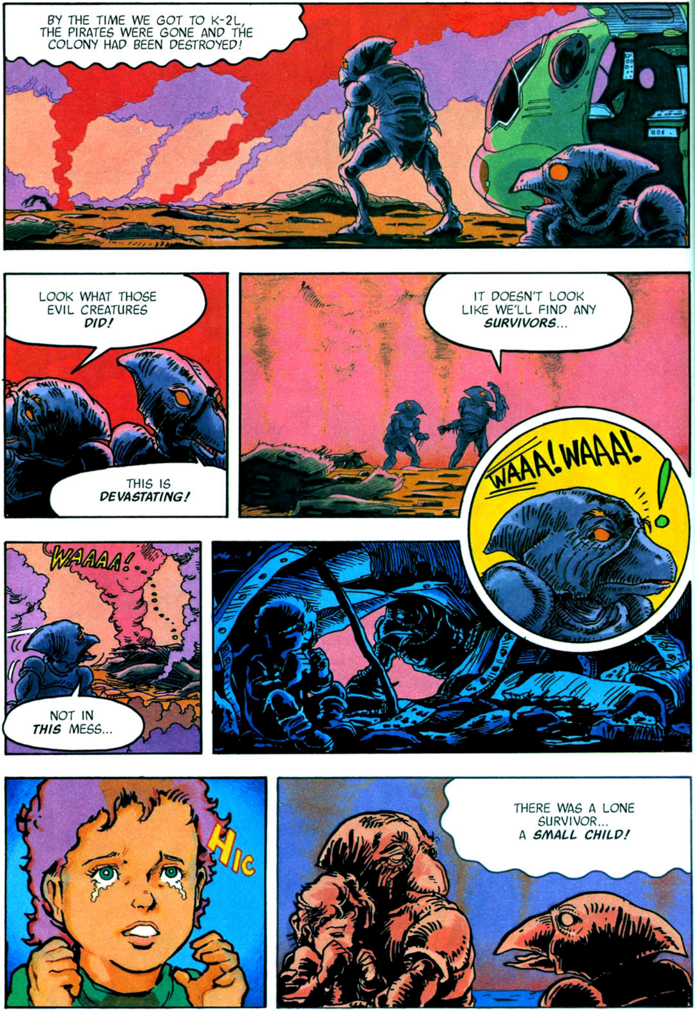


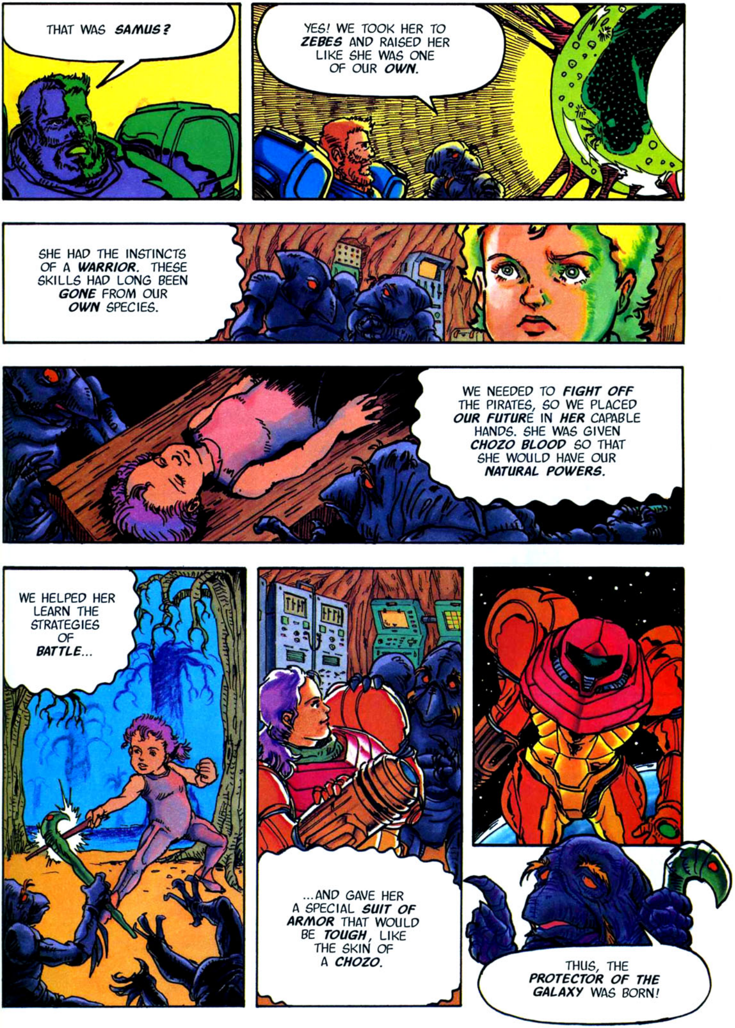

I HOPE YOU KNOW WHAT YOU'RE *DOING*...
THIS IS AN *ANCIENT CHOZO TREATMENT*.
AS YOU MAY KNOW, SAMUS HAS THE BLOOD OF A *CHOZO*.

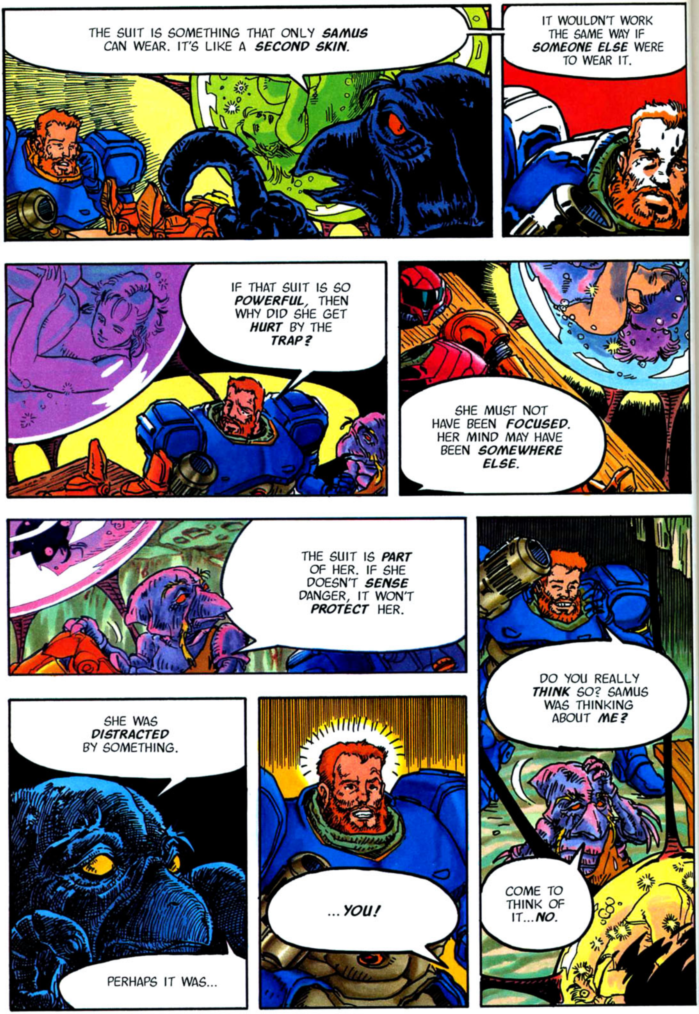

Benimaru Itoh
REALLY? I THOUGHT SHE WAS A HUMAN!
SHE CAN'T BE... ONE OF YOU!?
YOU DO NOT KNOW OF SAMUS ARAN'S TRAGIC PAST?
LET ME TELL YOU HER STORY...

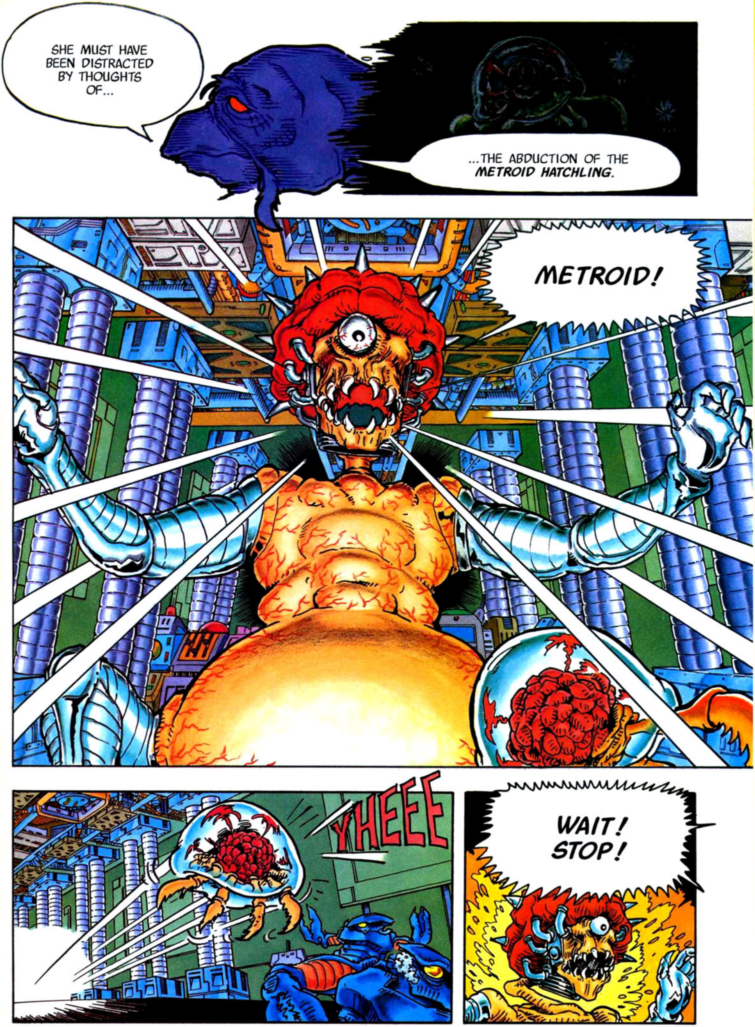

OUR ANCESTORS CREATED AN ADVANCED CIVILIZATION.
YES! I'VE **SEEN** IT! IT'S ALL IN **RUINS** NOW!
THE CIVILIZATION AND THE CHOZO SPECIES RAN THEIR **COURSE** AND FINALLY BEGAN TO **FADE** AFTER MANY PROSPEROUS CENTURIES.
THE CHOZO SOCIETY WAS VERY PEACEFUL. THEY HAD LEARNED OVER THE CENTURIES THAT WAR WAS NOT THE ANSWER.
SINCE THE PLANET HAD **NO DEFENSES**, THE SPACE PIRATES MET WITH **LITTLE RESISTANCE** WHEN THEY CONVERGED ON ZEBES.
THE PIRATES PILLAGED AND PLUNDERED UNTIL THERE WAS ALMOST **NOTHING LEFT!**
THE PASSIVE CHOZO BIRD PEOPLE WERE **NO MATCH** FOR THE FEROCIOUS **PIRATES.**
AS THE PIRATES TOOK OVER ZEBES, THEY ALSO ATTACKED AN **EARTH COLONY** ON NEARBY K-2L.
ZOOOOM
WHOOSH
WHAAM

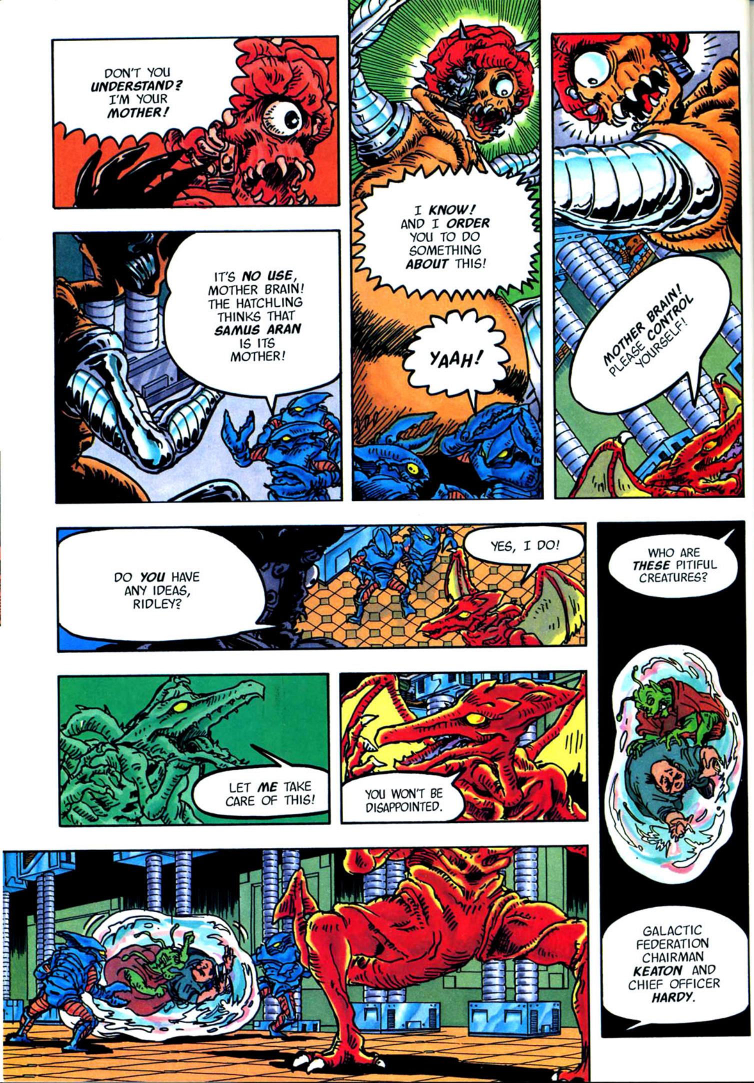

RUN! HIDE! IT'S A SPACE PIRATE AIR RAID!
OH NO!
FATHER!
I HATE PIRATES!
BE CAREFUL!
BA-BAM!
YIII!
KABOOM
RRRUMBLE
LET'S GET OUT OF HERE!
VASHOOOOM
RIGHT ON TARGET! WE TOOK CARE OF THEM!

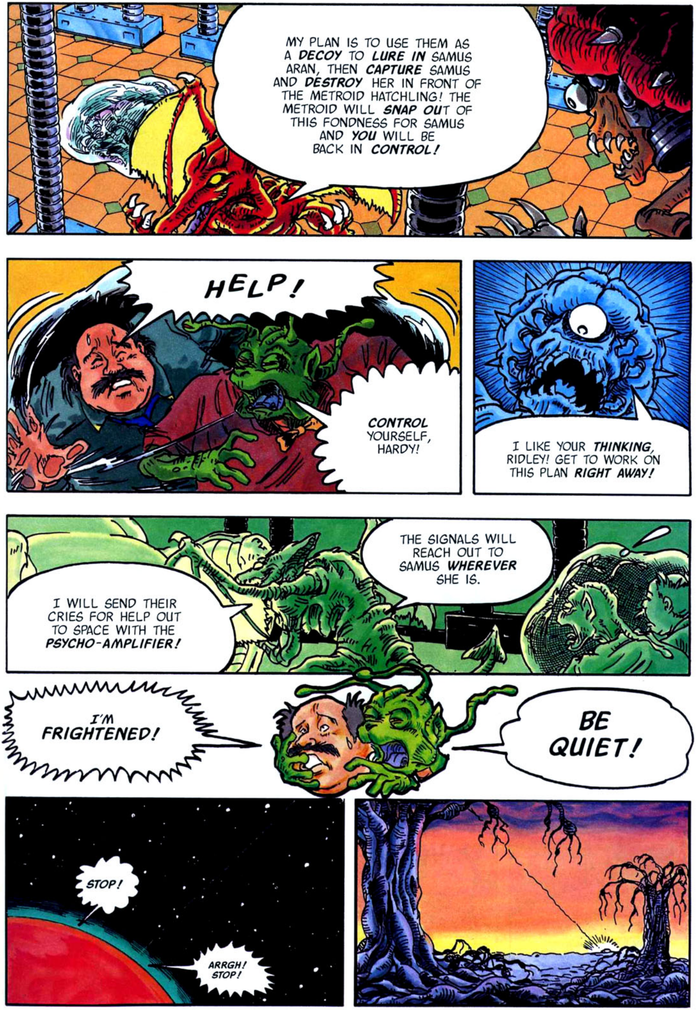

BY THE TIME WE GOT TO K-2L, THE PIRATES WERE GONE AND THE COLONY HAD BEEN DESTROYED!
LOOK WHAT THOSE EVIL CREATURES *DID!*
THIS IS *DEVASTATING!*
IT DOESN'T LOOK LIKE WE'LL FIND ANY *SURVIVORS*...
WAAA! WAAA!
!
WAAAA!
NOT IN *THIS* MESS...
HIC
THERE WAS A LONE SURVIVOR... A *SMALL CHILD!*

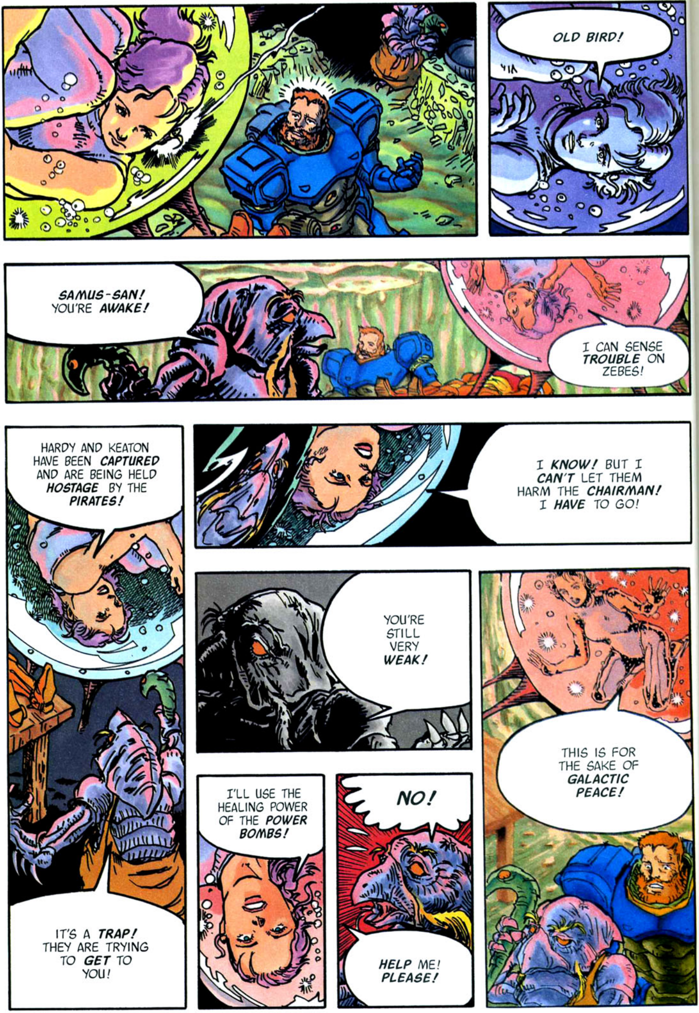

THAT WAS **SAMUS?**
YES! WE TOOK HER TO **ZEBES** AND RAISED HER LIKE SHE WAS ONE OF OUR **OWN.**
SHE HAD THE INSTINCTS OF A **WARRIOR.** THESE SKILLS HAD LONG BEEN **GONE** FROM OUR **OWN** SPECIES.
WE NEEDED TO **FIGHT OFF** THE PIRATES, SO WE PLACED **OUR FUTURE** IN **HER** CAPABLE HANDS. SHE WAS GIVEN **CHOZO BLOOD** SO THAT SHE WOULD HAVE OUR **NATURAL POWERS.**
WE HELPED HER LEARN THE STRATEGIES OF **BATTLE**...
...AND GAVE HER A SPECIAL **SUIT OF ARMOR** THAT WOULD BE **TOUGH**, LIKE THE SKIN OF A **CHOZO.**
THUS, THE **PROTECTOR OF THE GALAXY** WAS BORN!

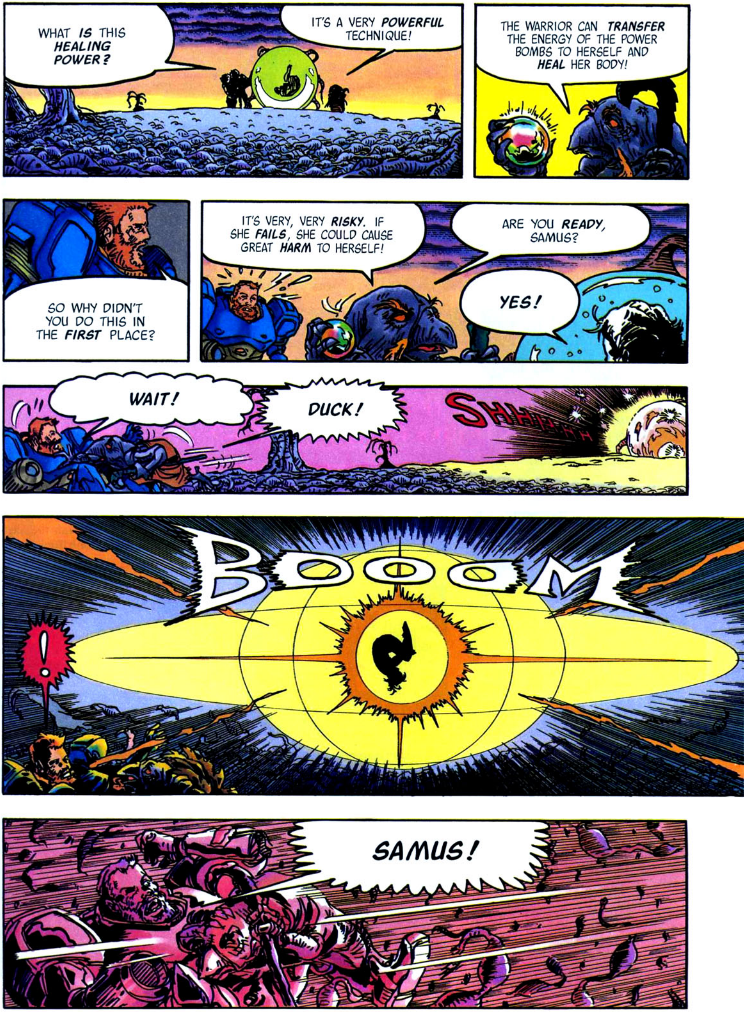

THE SUIT IS SOMETHING THAT ONLY SAMUS CAN WEAR. IT'S LIKE A SECOND SKIN.
IT WOULDN'T WORK THE SAME WAY IF SOMEONE ELSE WERE TO WEAR IT.
IF THAT SUIT IS SO POWERFUL, THEN WHY DID SHE GET HURT BY THE TRAP?
SHE MUST NOT HAVE BEEN FOCUSED. HER MIND MAY HAVE BEEN SOMEWHERE ELSE.
THE SUIT IS PART OF HER. IF SHE DOESN'T SENSE DANGER, IT WON'T PROTECT HER.
SHE WAS DISTRACTED BY SOMETHING.
PERHAPS IT WAS...
...YOU!
DO YOU REALLY THINK SO? SAMUS WAS THINKING ABOUT ME?
COME TO THINK OF IT...NO.


SHE MUST HAVE BEEN DISTRACTED BY THOUGHTS OF...
...THE ABDUCTION OF THE *METROID HATCHLING.*
METROID!
YHEEE
WAIT! STOP!


DON'T YOU UNDERSTAND? I'M YOUR MOTHER!
I KNOW! AND I ORDER YOU TO DO SOMETHING ABOUT THIS!
IT'S NO USE, MOTHER BRAIN! THE HATCHLING THINKS THAT SAMUS ARAN IS ITS MOTHER!
YAAH!
MOTHER BRAIN! PLEASE CONTROL YOURSELF!
DO YOU HAVE ANY IDEAS, RIDLEY?
YES, I DO!
WHO ARE THESE PITIFUL CREATURES?
LET ME TAKE CARE OF THIS!
YOU WON'T BE DISAPPOINTED.
GALACTIC FEDERATION CHAIRMAN KEATON AND CHIEF OFFICER HARDY.


MY PLAN IS TO USE THEM AS A ***DECOY*** TO ***LURE IN*** SAMUS ARAN, THEN ***CAPTURE*** SAMUS AND ***DESTROY*** HER IN FRONT OF THE METROID HATCHLING! THE METROID WILL ***SNAP OUT*** OF THIS FONDNESS FOR SAMUS AND ***YOU*** WILL BE BACK IN ***CONTROL!***
HELP!
CONTROL YOURSELF, HARDY!
I LIKE YOUR ***THINKING***, RIDLEY! GET TO WORK ON THIS PLAN ***RIGHT AWAY!***
I WILL SEND THEIR CRIES FOR HELP OUT TO SPACE WITH THE ***PSYCHO-AMPLIFIER!***
THE SIGNALS WILL REACH OUT TO SAMUS ***WHEREVER*** SHE IS.
I'M FRIGHTENED!
BE QUIET!
STOP!
ARRGH! STOP!


OLD BIRD!
SAMUS-SAN! YOU'RE AWAKE!
I CAN SENSE TROUBLE ON ZEBES!
HARDY AND KEATON HAVE BEEN CAPTURED AND ARE BEING HELD HOSTAGE BY THE PIRATES!
I KNOW! BUT I CAN'T LET THEM HARM THE CHAIRMAN! I HAVE TO GO!
IT'S A TRAP! THEY ARE TRYING TO GET TO YOU!
YOU'RE STILL VERY WEAK!
I'LL USE THE HEALING POWER OF THE POWER BOMBS!
NO!
HELP ME! PLEASE!
THIS IS FOR THE SAKE OF GALACTIC PEACE!


WHAT **IS** THIS **HEALING POWER?**
IT'S A VERY **POWERFUL** TECHNIQUE!
THE WARRIOR CAN **TRANSFER** THE ENERGY OF THE POWER BOMBS TO HERSELF AND **HEAL** HER BODY!
SO WHY DIDN'T YOU DO THIS IN THE **FIRST** PLACE?
IT'S VERY, VERY **RISKY**. IF SHE **FAILS**, SHE COULD CAUSE GREAT **HARM** TO HERSELF!
ARE YOU **READY**, SAMUS?
YES!
WAIT!
DUCK!
SHHHHHH
BOOOM
!
SAMUS!

TO BE CONTINUED...

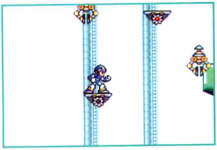
COUNSELORS' CORNER

MEGA MAN X

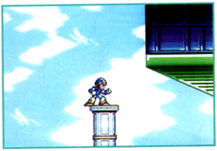
Don Carroll

HOW DO I GET THE SUB TANK FROM THE STORM EAGLE STAGE?

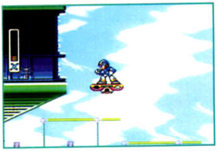
Go to the right and ride the first set of moving platforms to the top. Run to the right across the upper ledge. You'll see the word "Airport" below you. Stand on the gray pillar just beyond the first gap and wait until it carries you upward. Jump off the top of the pillar to the blue-green wall on the right. Run across the top of the building to the right. Shoot the flame thrower on the platform, then jump onto the platform and shoot through the glass wall on the left. Walk through the shattered pane to get the Sub Tank.



From the beginning, go to the right to the first set of moving platforms and ride them up to the top.



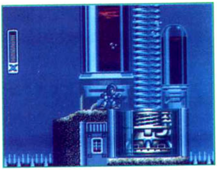
Stand on the pillar that's just to the right of the first gap and ride it up. Jump off to the blue-green wall.



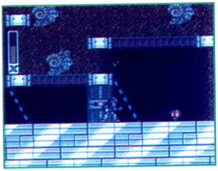
Shoot the flame thrower on the right, then jump onto the platform and shoot at the glass on the left.

WHERE IS THE HEART TANK IN THE LAUNCH OCTOPUS STAGE?

Go right past the two Submarines to the third whirlpool, which will push you up toward the top of the screen. Jump up and right to the edge of a boat. Fire at the enemies as they emerge, then fire at the top of the boat to destroy it. Ride the sinking vessel down into an area you were unable to reach before. Go right into the dark area and defeat the Sea Serpent. Continue right to find the Heart Tank.



Work your way past the two Submarines to the third whirlpool. Let it take you up to attack the boat.



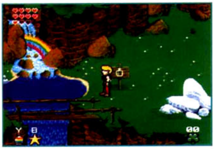
Go into the dark area on the right to fight the Sea Serpent. After the fight, go right to the Heart Tank.

YOUNG MERLIN

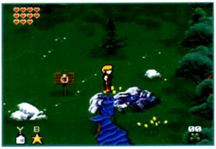
HOW DO I PUT OUT THE FIRE AT THE ENTRANCE TO THE DWARF'S PALACE?

Phil Krause

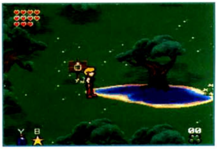
To put out the fire that blocks the entrance to the Dwarf's Palace, you'll have to fill the three basins to the left of the door with water from the correct sources. Pour the Rainbow Water from Rainbow Falls into the basin on the far left. Fill the center basin, under the Yellow Flower, with White Water from the Magic Spring. Finally, pour Blue Water from the Chime's Pond into the basin on the right, under the White Flower. When you finish filling the last basin, the fire will go out and you'll be able to enter the palace.



Fill a Bottle with water from Rainbow Falls and take it to the Dwarf's Palace. Pour it into the left basin.



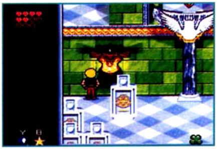
Take White Water from the Magic Spring and pour it into the center basin, under the Yellow Flower.



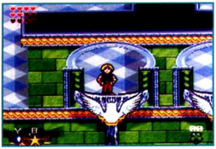
Fill a third Bottle with Blue Water from the Chime's Pond. Pour it into the basin under the White Flower.

? HOW DO I REACH THE HEART CONTAINER IN THE DWARF'S PALACE? ?

After you extinguish the fire, walk through the door and turn left. When you reach the pillars, push the one in the center row to the left one space. Walk up and stand next to the wall beside the burning gargoyle. Select the Balloon, then float to the upper level. Walk up and around to the right to pick up the Heart Container. Drop back down using the gargoyle.



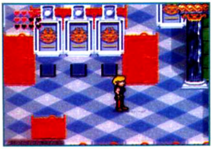
Select the Balloon from your inventory. Stand next to the gargoyle and activate it to float up.



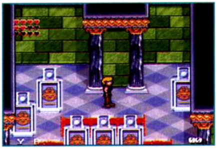
Walk around to the right to find the Heart Container, then climb back down using the gargoyle.

? HOW DO I ARRANGE THE PILLARS IN THE FIRST PUZZLE ROOM? ?

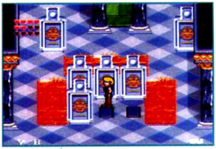
Push the lower center pillar up two spaces and left one. Next, move the lower right pillar left three and up two, then the lower left pillar right four and up two to fill the upper row. Now push the upper right pillar up one and the center pillar left two. Shove the upper left pillar down three spaces, then walk up and around to slide it right three, up one and left one. Now you can put the last two pillars in place to open the gate below this room. Go through the gate and continue up to the right to find the Green Gem.



Move the three lower pillars into place over the upper row of the blue floor plates.



Shove the upper right pillar up one space, then slide the center pillar to the left two spaces.



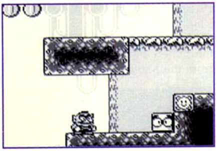
Push the upper left pillar down three spaces, then walk around to push it to the right, up and left.

WARIO LAND SUPER MARIO LAND 3

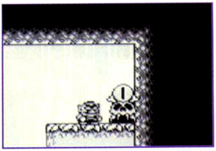
HOW DO I REACH THE EXIT THAT LEADS TO LEVEL 24?

Christie Rush

If you stand next to the regular exit and look in the lower left corner of the screen, you'll see a face block and a spring. When you go back through Level 23, stay on the cart and let it drop. Just before you fry in the lava, jump to the right. If you time it right, you'll land near the face block. Use the spring to bound up to another spring. Step on it to bound up to the exit that leads to Level 24 and a Treasure Chest.



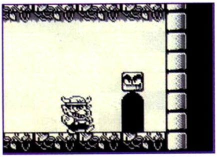
Stay on the cart for as long as you can without frying. Jump to the right to land on the ledge.



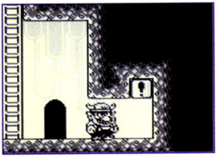
Use the spring to jump up to another spring. Bounce from it to the secret exit on top of the tower.

WHERE IS THE KEY IN LEVEL 24?

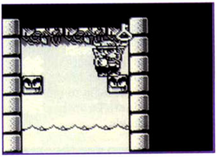
The locked Treasure Room door is plainly visible inside the first chamber you enter in Level 24. Finding the Key is the hard part. Exit the first room through the door on the right, then climb the ladder. Walk to the right, past the doors on the upper level, and go down the ladder you come to. After you descend, go to the right and hit the exclamation block that switches the water on and off, then enter the door there. Swim over and hit the face block on the right to get the Key. Go back to the first room and use the Key to retrieve the Gold Cup from the Treasure Room. Return to explore the rooms you passed up earlier if you have time.



Exit the first room through the door on the far right, then climb the ladder to the upper level.



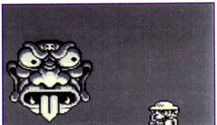
Pass by the doors upstairs, go down the ladder on the right, then strike the exclamation block.



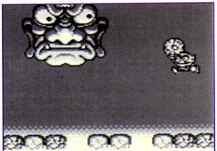
Enter the door and swim over to the face blocks. The one on the right holds the Treasure Key.

HOW DO I DEFEAT THE BIG HEAD IN LEVEL 25?

The face with the big honker at the end of Level 25 flies across the screen, stopping occasionally to either spew rocks from its nostrils or dart down and break the bricks out from underneath you. You must defeat it before it has a chance to break all of the bricks and leave you swimming in lava. It flares its nostrils just before spitting rocks. Pick up the rocks and throw them back by pressing the B Button. It takes three hits to finish this face.



The fat face in Level 25 sometimes sticks its tongue out and dives down to break the bricks under you.



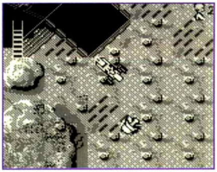
Pick up the rocks that it spews from its nostrils and hurl them right back at the floating face.

STAR WARS

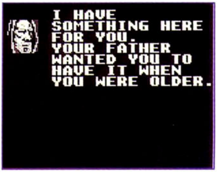
WHY WON'T OBI WAN KENOBI JOIN ME?

Ashley Flowers

Obi Wan won't join you until you rescue R2-D2 and take him to the old Jedi. You'll find the droid in the Sandcrawler that's in the upper left corner of Tatooine. It's worth the effort to save R2-D2—he will really come in handy later. He'll be able to tap into the computer system in the Death Star, and he can display maps of the first and second Elevator Mazes. He can also repair damage to the X-Wing Shields on the way to the Trench.



Look for R2-D2, a valuable ally, in the Sandcrawler in the upper left region of Tatooine.

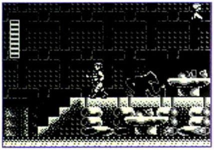


I HAVE SOMETHING HERE FOR YOU. YOUR FATHER WANTED YOU TO HAVE IT WHEN YOU WERE OLDER.

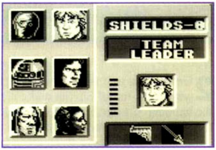
When you return to Obi Wan Kenobi with the droid, he'll agree to join you. Take advantage of his wisdom.

HOW DO I GET LOST CHARACTERS BACK?

If you lose either Han or Leia, it is possible to get him or her back. If you lose Han and are still in Tatooine, you can return to the Cantina where you originally found him to enlist him again. Look for him on the far right, where you found him before. If you lose Leia, or if you've already left Tatooine and can't get Han from the Cantina again, you must ask Obi Wan Kenobi, last of the Jedi Knights and master of The Force, to resurrect your lost character. Think it over before asking him to use his power, though. He can use The Force only five times, including both resurrections and continues. Keep in mind, too, that The Force will not work in all areas or at all times. It is, after all, a mysterious power that even Obi Wan cannot fully explain.



If you lose Han before leaving Tatooine, you can return to the Cantina to enlist him a second time.

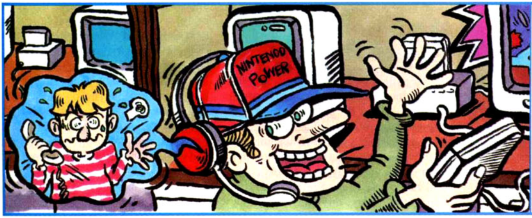


If you lose Leia or lose Han after leaving Tatooine, the only way to get them back is to resurrect them.

I SENSE A DISTURBANCE IN THE FORCE.

Remember that Obi Wan Kenobi can use The Force only five times all together.

TAP THE POWER OF THE PROS!



WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

EXTRA!

A STEP-BY-STEP GUIDE TO:
CRYSTALIS

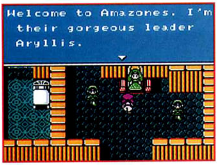
Quick Play

Last month's Counselors' Corner Extra covered the first half of Crystalis, by SNK. This month we reveal all the secrets in the rest of the game.

AREA 6 - A PORT TOWN

1 **Find the Town of Swan.** After calming the Angry Sea in Area 5, ride the dolphin to the upper right area of the sea. When you find a beach, land on the shore and walk up between the rocks to find the town. In Swan rest at the Inn, then save your game.

2 **Get the Change Spell.** Talk to Stom in the woodshed next to the Inn to learn about Kensu. Enter the pub and talk to the only soldier standing still. Use the Paralysis Spell on him and talk to him again. When he disappears, enter the building on the far right side of town. Use the spell on the person in the lower left corner, then talk to him. When he reveals himself as Kensu, give him the Love Pendant to receive the Change Spell.



Welcome to Amazones. I'm their gorgeous leader Aryllis.

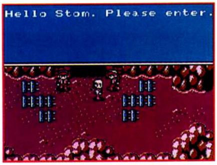
3 **Get the Bow of Moon.** Use the Teleport Spell and return to the town of Brynmaer. Exit the town, walking east until you reach the river. Follow the river downstream. When you find a place to build an ice bridge, cross the river and continue down to the mountains. Walk through the break in the mountains to enter the town of Amazones. Use the Change Spell to turn into a female. Enter the building on the far right side of town and talk to the Queen. Give her the Kirisa Plant to get the Bow of Moon.

4 **Get the Blizzard Bracelet.** After talking to the Queen, take the stairs that are behind the throne. You will find the Bracelet in the chest downstairs.

5 **Exit the Town of Swan.** Use the Teleport Spell to return to Swan. Use the Change Spell to turn into a soldier. Exit the left side of town and walk up past the guards. Continue left one more screen to begin Area 7 - Mt. Hydra.

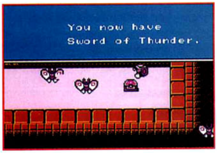
AREA 7 - MT. HYDRA

1 **Find the Town of Shyron.** After exiting Swan, work your way down and left to the entrance of Mt. Hydra. Follow the path left and up until the path splits, then continue left to the river of lava. Use the Sword of Water to build a bridge over the lava and walk left to the cave. Follow the path to the end and take the stairs. Use the Change Spell to change into Stom (the first man you can turn into). Walk left past the guards and into the town of Shyron.



Hello Stom. Please enter.

2 **Get the Key of Styx.** Work your way to the top of Shyron and enter the building. Change back into yourself then talk to Zebu to receive the Key.

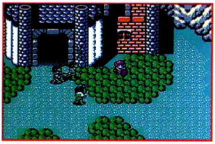


You now have Sword of Thunder.

3 **Get the Sword of Thunder.** Exit Shyron, walk to the right and enter the cave. Follow the path to the end and exit the cave. Walk right across the river of lava then take the path heading up. Follow the path to the end and enter the cave. Work your way up then to the left and take the stairs. Follow the path across the bridge, up, and back to the right. Build an ice bridge across the river of lava and follow the path until it splits. Take the left path and follow it to the stairs. Climb the stairs and use the Key of Styx to open the gate. Enter the cave and walk up past the shooting statues. Go to the left then up the stairs and defeat the witch who is blocking the door. Continue up until you reach the green river. Go left and follow the river until you find a place to build an ice bridge. Cross the bridge and follow the river down until you find the next place to build an ice bridge. Cross the river and follow the path to the stairs. Walk left, then go up and take the first path to the right. Follow the path until you reach the spikes. Equip the rabbit boots and hop across the spikes, taking the first path on the right. Continue right and open the chest to get the sword.

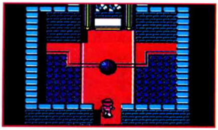
AREA 7 - MT. HYDRA (CONTINUED)

4 Enter the Fortress of Goa. Exit the Mt. Hydra area, work your way up and right, then enter the castle. Go straight up through the town of Goa and enter the fortress. Walk up past the shooting statues to the large stone face. When you receive the message that Shyron is under attack, return to Shyron.



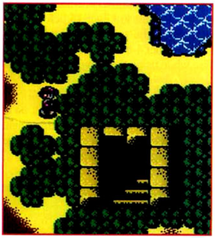
5 Get the Ball of Thunder. When you return to Shyron, go to the top of the town and defeat Mado. Open the chest that appears to receive the Ball of Thunder.

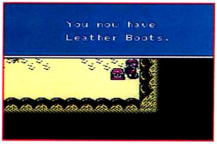
How to defeat Mado. Make sure that you have reached at least Level 11 before you attempt to fight Mado or you won't be able to damage him. Use the Sword of Water at any power level while you are avoiding his rolling attack. If you hit him 10-13 times, he will be defeated.



AREA 8 - A FORTRESS CITY

1 Get the Power Ring. Exit the town of Goa and walk straight south to the mountains, then walk left to a passage that leads south to the desert. Follow the mountains to the left until you find an oasis. Enter the cave south of the oasis, walk up, take the first path to the right and take the stairs. Walk right to the river, then work your way up to the first place where you can build an ice bridge. Cross the river, walk down and take the first path right. Walk right to the river, then up to the first place where you can build an ice bridge. Cross the river, walk up, continue to the right, then build another ice bridge. Cross the river and continue down, all the way to the right, then go down to the next place to build an ice bridge. Cross the river, walk all the way down then left to the first path going up. Walk up, take the stairs, and continue up until you reach the face in the wall. Destroy the face with the Sword of Thunder and open the chest to receive the ring.

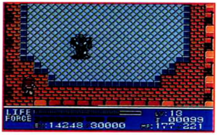




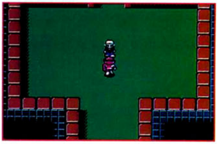
You now have
Leather Boots.

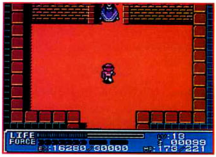
2 Get the Leather Boots. From the entrance to the Oasis Cave, walk up and take the first right to the stairs. Walk right to the river, then up to the first path going left. Follow the path all the way to the end and open the chest to get the boots.

3 Find and defeat General Kelbesque. Return to the town of Goa and enter the fortress at the top of the town. Defeat the stone face inside using the Sword of Thunder. Continue up and take the left path. Follow the path past four staircases and take the next path that goes to the left. Follow the path, then take the next set of stairs. Walk left, then up, all the way to the right, and down to the first path going right. Walk right, take the path going down and follow it all the way to General Kelbesque. Open the chest that appears to get the Opal Statue.



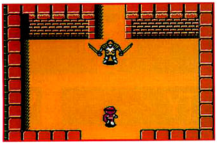
4 Find and defeat Sabera. After defeating Kelbesque, continue up the stairs. Talk to Zebu to regain your strength and continue up to the stairs. Follow the path until you reach the river of lava. Follow the river down, to the right, then all the way to the right and build an ice bridge. Cross the river to the right, continue to the right, then go up and build an ice bridge. Cross the river, walk down to the left, all the way up to the left, then all the way up. Continue to the right, then go down and build an ice bridge. Walk up, then left to the first path going up. Walk up, destroy the stone face, then continue to the stairs. Walk to the top of the room and defeat Sabera. Open the chest that appears to get the Fruit of Repun.



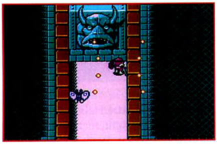


AREA 8 - A FORTRESS CITY (CONTINUED)

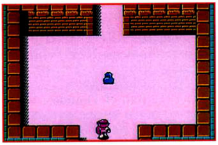
5 Find and defeat Mado. After defeating Sabera, continue up and talk to Tornel to regain your strength, then walk up and take the stairs. Continue up and take the first path to the right. When you reach the spiked pit, equip your Leather Boots, walk up through the spikes, then follow the path to the stairs. Walk left and down, then ride down across all three moving platforms. Go to the left, then up past a moving platform and take the stairs. Walk to the top of the room and defeat Mado. Open the chest that appears to get the Sacred Shield.



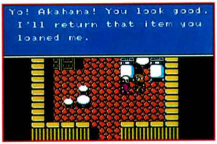
6 Find and defeat Karmine. After defeating Mado, continue up and talk to Asina to regain your strength, then walk up and take the stairs. Follow the path to the three way intersection. Take the path to the right and follow it to the stairs. Walk up, to the right, then go down and take the stairs. Follow the path and take the next set of stairs. Go up, to the right, up and left to the first path going up. Destroy the stone face with the Sword of Thunder and continue all the way up. Walk to the right and take the stairs. Walk left to the third spiked pit, then work your way to the top of the pit and take the stairs. Walk up past the shooting statues and defeat Karmine. Open the chest that appears to get the Ivory Statue.



7 Find the Storm Bracelet. After defeating Karmine, walk all the way to the top of the room and open the chest to receive the bracelet.

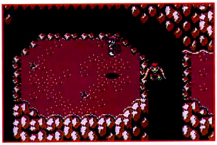


8 Find the Flight Spell. Walk back down from Karmine's room, past the statues, and take the stairs. Walk down across the spikes and take the stairs on the left. Walk to the left and take the first path up. Walk up and talk to the blue blob. Use the Ivory Statue to return Kensu to normal. In return, he'll give you the spell.

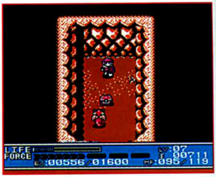


Yo! Akahana! You look good. I'll return that item you loaned me.

9 Find the Warrior Ring. Return to the town of Goa and enter the building in the upper right. Use the Change Spell to turn into Akahana, then talk to the man inside. He will give you the ring.



10 Find the Bow of Sun. Return to Mt. Hydra and follow the path until it splits. Follow the path that leads up and enter the cave. Walk up and left, then take the stairs. Follow the path as it winds around the mountain. When the path splits, go right and enter the cave. Walk up then left to the stairs. Continue to the left, up, then all the way to the right and take the stairs. Follow the path to the stairs, destroying the wall that blocks your way. Walk right and follow the path until you exit the cave. Continue to the left, using the Flight Spell to cross the chasm. Open the chest to get the bow.

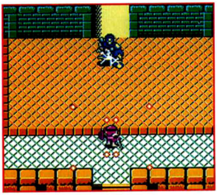


11 Find the Psycho Shield. Return to the entrance to the Cave of Styx located at the top of Mt. Hydra. Walk up past the shooting statues, all the way to the right, all the way up, then defeat the witch. Continue walking up until you reach a green river. Go all the way to the right, then go up until you can see a path to the left across the river. Fly across the river, continue left and open the chest to find the shield.

How to defeat General Kelbesque. Make sure that you have reached at least Level 13 before you fight him, or you'll be unable to damage him. If you use the Sword of Water along with the Power Ring, it should take 4-6 hits to defeat him.

How to defeat Sabera. Make sure that you are at least to Level 13 before fighting her or she won't be hurt by your shots. Hit her 4-6 times with the Sword of Fire while using the Power Ring to finish her off.

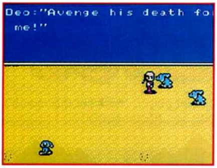
How to defeat Mado. You must be at least to Level 14 in order to damage him. Use the Sword of Water along with the Power Ring to beat him in 6-8 shots.



How to defeat Karmine. You are unable to damage him until you reach Level 14. Hit him 8-10 times with the Sword of Thunder and the Power Ring.

AREA 9 - DEATH DESERT

1 Find the Desert Plains. Exit the town of Goa and walk south until you reach the mountains. Walk to the left, then take the passage south through the mountains and into the desert. Continue walking south until you reach the cave that's blocked by whirlpools. Use the Flight Spell to enter the cave, then follow the path until you exit the cave.

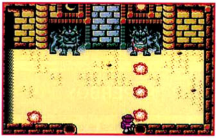

Deo:"Avenge his death fo
me!"

2 Get Deo's Pendant. As soon as you exit the cave, use the Change Spell to turn into Stom. Talk to all of the rabbits outside the cave. When you find the rabbit Deo, he will give you the pendant.

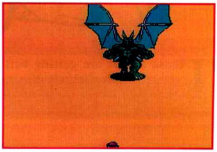
3 Find and defeat Dragonia. Continue south into the town of Sahara. After talking to all of the people, exit the town to the right and enter the cave. Travel through the cave then exit into the desert. Walk down and right then use the Flight Spell to enter the Pyramid. Inside, walk all the way up, all the way to the left, then take the stairs. Continue to the right, then down to the third path that goes to the right. Walk to the right and take the first set of stairs above you. Continue up and fight Dragonia. Open the chest that appears to get the Psycho Armor.

4 Get the Bow of Truth. After defeating Dragonia, fall down the hole that appears and talk to Azteca. He will give you the bow.

5 Defeat Dragonia the second time. Exit the Pyramid, then use the Flight Spell to travel north to the Basement Entrance. Follow the path to the end. When you encounter the two dog statues, use your bows to defeat them. Shoot the dog with the moon above it with the Bow of Moon and the dog with the sun above it with the Bow of Sun, then take the staircase that appears. Walk up, take the path that goes to the right and follow it to the spiked pit. Continue up through the pit and take the stairs. Go all the way up, all the way to the left, and down through the spiked pit. Continue to the right, use the Flight Spell to work your way to the top, then take the stairs. Walk up and defeat Dragonia.



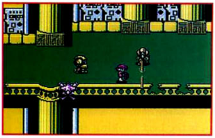
How to defeat Emperor Dragonia in the Pyramid. You must be at least to Level 15 to damage him. Hit him 2-8 times with the Sword of Thunder and the Power Ring to defeat him.



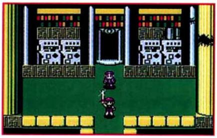
How to defeat Emperor Dragonia in the Basement. You must be at Level 16 in order to defeat him. Hit him with the Bow of Truth to reveal Dragonia's true form. Equip the Power Ring and charge up the Sword of Thunder. Hit him with the thunder when the gem in his chest begins to glow. If you time it correctly, it should only take 2-3 shots to defeat him.

AREA 10 - THE TOWER IN THE SKY

1 Enter the Tower. After you have defeated Dragonia you will automatically enter the base of the tower. NOTE: If you save the game in the Tower you cannot go back!

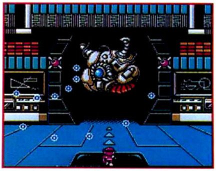


2 Work your way to the top of the Tower. Equip the Warrior Ring and the Sword of Thunder. Walk back and forth on the first floor, defeating all the robots that appear. When you hear a bell ring, walk to the far edge of the floor and take the stairs that appear. Repeat this process for each floor as you work your way up the Tower. If you run low on magic points, wait on the stairs while wearing Deo's Pendant to refill your magic.



3 Get the Crystalis Sword. When you reach the top floor, enter the far right doorway. You will automatically drop your swords and Mesia will combine them into the Crystalis Sword.

4 Destroy DYNA, the central computer. Exit Mesia's room and take the stairs on the right to the top of the Tower. When you enter the computer room, equip the Crystalis Sword and the Warrior Ring. Shoot the blue eye of the computer as quickly as you can whenever it opens. When you destroy the computer the game is over!



POWER PLAYER'S CHALLENGE

These scores are getting better and better every month! With all kinds of great players sending in their high scores, the competition is fierce. If you think you're a truly superior player, check out this month's Super Power Club Challenge. It's tough!

CHALLENGE

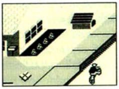
TOP GEAR 2

How much money can you earn by the time you finish Egypt?

Try to save money by buying as few parts as possible.

PAPERBOY

What is the highest score you can get on your paper route?



Make it through the entire week to get to the higher levels.

WINTER OLYMPIC GAMES

What is your best scoring on the Ski Jump?

You'll need to score high in both distance and style.

CHOPLIFTER III

What is the highest score you can rack up?

Collect extra hostages to increase your score quickly.

YOSHI'S COOKIE

What is the best score you can cook up?

Don't get caught in the chaos of the cookie factory!

FINAL FANTASY MYSTIC QUEST

How fast can you reach Doom Castle?

Take a photo of the Status Screen when you reach the castle.

SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include; Name, address and Membership Number of the player on the back of a photograph of the completed challenge (which includes the system in the photo). All entries must be received by May 31, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by Nintendo Power Staff. All decisions are final.

BUGS BUNNY RABBIT RAMPAGE

What is the best ranking and score you can get at the end of the game?

Try to finish the game without continuing.

POWER PLAYERS

DINOCITY

Highest Score.

Mark Lee Des Moines, IA	23,456,400
Jason Hughes Milwalkee, WI	14,512,200
George Newfield Richmond, CA	11,687,800
Keith Green Sacramento, CA	9,945,500
Aaron Johnson Bellevue, WA	9,423,100
James Fisher Long Beach, CA	8,541,900

SUPER SCOPE 6

Highest score on Mole Patrol.

Leslie Graham St. Paul, MN	999,999
Terry Trush Woodhaven, MI	999,999
Jason Adami Crowley, TX	872,544

SHADOWRUN

Lowest body score at the game's end.

K.C. Scott Spokane, WA	12
Josh Black Louisville, KY	12
Phil Wellson Atlanta, GA	12

MORTAL KOMBAT

Defeated Shang Tsung on highest difficulty.

Theresa Duncan Irving, TX	Finished
Andy Comi Berkeley Hgts., NJ	Finished
Joshua Greenburg Medford, NY	Finished
Jason Stell Shreveport, LA	Finished
Jason Holm Saint Peters, MO	Finished

FELIX THE CAT

Highest Score.

Michelle Emory Denver, CO	1,526,650
Bryan Frost Midland, TX	1,467,920
Richard Law Cedar Rapids, MI	1,452,810
Jeff Campbell Brooklyn, NY	1,232,830

THE SIMPSONS: ESCAPE FROM CAMP DEADLY

Best finishing score.

Mike Matthews Jacksonville, FL	63,920
Steven Bell Los Angeles, CA	61,290
Joe Rose Portland, OR	59,210
Ben Mason Oakland, CA	57,300

DUCKTALES

Most money collected.

Blair Hanson Las Vegas, NV	$2,341,950
John Williams Tacoma, WA	$2,122,000
Diane Dunn Baltimore, MD	$1,543,250
Chris Chase Miami, FL	$1,239,000
Joey Smith Philadelphia, PA	$980,230

PAC-MAN

Lowest level to reach 50,000 points.

Ryan Brown Albuquerque, NM	5 levels
Jack Harbor Washington, DC	6 levels

PAPERBOY

Highest Score.

Peter Williams Tempe, AZ	68,730
Cliff Jackson Indianapolis, IN	65,890
Nick Martin Jackson, MI	62,220
Roland Grant Chicago, IL	59,810
John Todd Everett, WA	57,370

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

Send to →

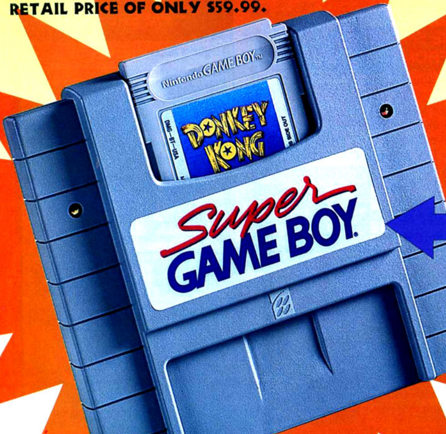
NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

A GAME BOY

WHEN TWO SYSTEMS COLLIDE...

WHAT HAPPENS WHEN YOU COMBINE GAME BOY GAMES AND SUPER NES GRAPHICS AND SOUND? IN A WORD, MAGIC. NINTENDO'S SUPER GAME BOY, COMING NEXT MONTH, MORPHS YOUR FAVORITE PORTABLE GAMES INTO FULL-SCREEN, MULTI-COLORED MASTERPIECES ON YOUR SUPER NES. IT WORKS WITH EVERY GAME BOY TITLE—ALL 350 OF THEM—AND EVEN BETTER, IT HAS A SUGGESTED RETAIL PRICE OF ONLY $59.99.

GAME BOY
SUPER NINTENDO
POWER



SUPER GAME BOY, SUPER GAME PLAY

Super Game Boy packs a lot of technology into a tiny pak, but it's super easy to use. Plug the Super Game Boy into the Game Pak slot of the Super NES, then plug any Game Boy game into the Super Game Boy. That's it. A simple piggy-back job. Once you're plugged in, you'll play your Game Boy paks using Super NES controllers, hear the stereo Game Boy music through TV or stereo speakers, and even have the option to customize the game colors and borders.

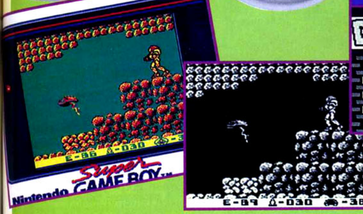
REVOLUTION

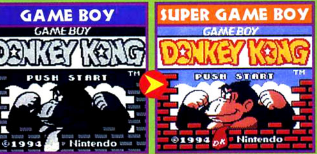
JUST PLUG IT IN AND PLAY IN COLOR

DONKEY KONG
Super GAME BOY
RESET
Super GAME BOY
Nintendo
SUPER NINTENDO ENTERTAINMENT SYSTEM
PLAY GAMEBOY GAMES IN COLOR ON SUPER NES
SUPER NINTENDO ENTERTAINMENT SYSTEM
X
A
Y
B
SELECT
START

WINDOWS OF OPPORTUNITY

Using the Super Game Boy system windows, you can customize your own set of four colors, add borders to surround the game screen, and even create your own borders or write messages on the screen. Your Game Boy library will never look or play the same again.


E-86 -030 -3
Super GAME BOY
Nintendo
E-89 -030 -38

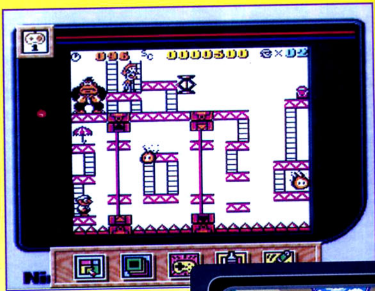

GAME BOY
GAME BOY
DONKEY KONG
PUSH START
TM
©1994
Nintendo
SUPER GAME BOY
GAME BOY
DONKEY KONG
PUSH START
TM
©1994
DK
Nintendo

Now you can have it all. The Game Boy gives you the perfect go anywhere, play any time system and the Super Game Boy gives you the color, sounds and big screen of a home system, not to mention the advantage of playing with Super NES controllers with turbo power, slow mo and other features. Your Game Boy games will become the most versatile games in your library.

SUPER COLOR, SUPER

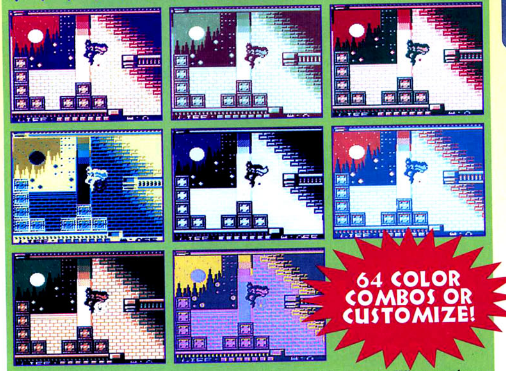
ENHANCED GRAPHICS

Super Game Boy delivers colors that can change the way you look at your existing Game Boy titles, but it also gives you enhanced graphics in other ways. Although the LCD or Liquid Crystal Display of the Game Boy screen produces high quality images, it can give a slight blur to moving sprites in some games. That doesn't happen when you're plugged into the Super Game Boy. Similarly, you won't see the hairline grid of the LCDs which can be apparent in Game Boy games. Another great feature of Super Game Boy is the option to customize games to your preference. Create greater contrasts in the images using different colors and shades. The game may actually be easier and more fun to play since you can see objects and enemies more clearly. If you feel particularly artistic, enter the Graffiti Window and personalize the border. You can even write or draw over the game image itself with one of two different pens.

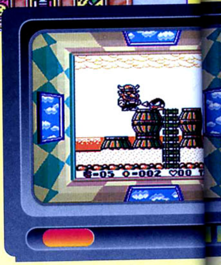


The System Window presents a menu of icons for changing game screen colors and borders. Use preset colors, customize your own, and decorate it all with graffiti.

SUPER GAME BOY GETS THE COLORS RIGHT



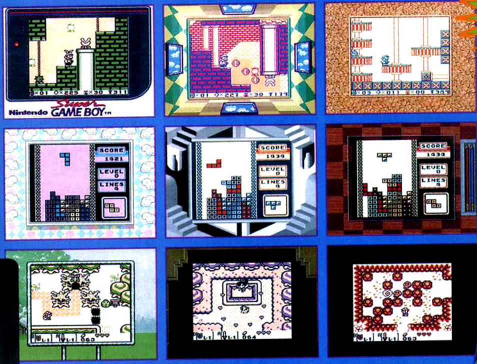
Not every set of four colors will look good, so Super Game Boy gives you 64 preset combos. If you can't find a set you like, create your own with the Custom Color palette. When you have the right combo, write down the password so you can put it in again.



EVERY GAME BOY TITLE CAN USE THE TREATMENT

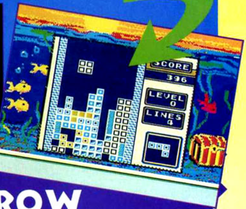
The vast library of Game Boy titles includes over 350 games that are currently available. All of them can use the facelift of Super Game Boy to make them even more fun. You'll want to replay the classics such as Super Mario Land 1 and 2, Metroid 2: Return of Samus, Batman: The Animated Series, Tetris, Warioland, Kirby's Dream Land, Final Fantasy Adventure, the Mega Man series, Mortal Kombat and The Legend of Zelda: Link's Awakening. And upcoming games like Donkey Kong will be specially designed with Super Game Boy and its extended color palettes in mind for even better graphics.

PTIONS, SUPER GAME BOY



THE FRAME MAKES THE GAME

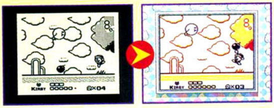
Choosing frames to enhance the game screen is easy and makes a huge difference. Some frames just naturally fit the theme of the game. The colors of some frames bring out the colors of the game and give it depth. In addition to the Super Game Boy and black frames, there are seven great options.



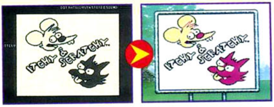
SUPER GAME BOY TODAY AND TOMORROW

DONKEY KONG
Super GAME BOY
SUPER NINTENDO

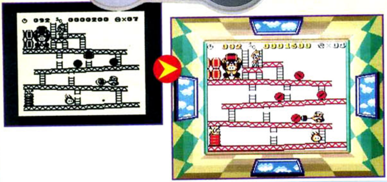
Super Game Boy lets you get the most out of your Super NES and Game Boy systems by giving you more choices and enhancing Game Boy graphics with color, clarity and size. The future is even more colorful. Future Game Boy titles are being designed with 13 color title-screens and the possibility that some games will use up to 256 colors on a single, still screen. On top of it all, you also have the portability of the world's best-selling, handheld video game system. Don't miss the revolution. It's coming this summer.



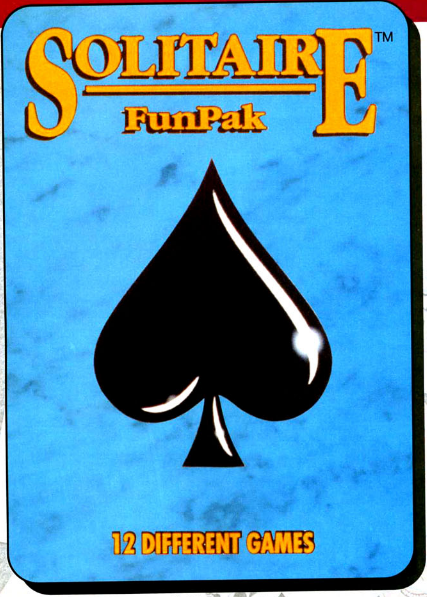
The LCD screen of Game Boy is energy efficient—perfect for a portable system. Super Game Boy changes the four shades to colors.



Super Game Boy makes your Game Boy and Super NES more valuable by giving you play choices like no other game system.



MORE NEXT MONTH...

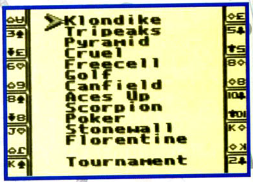


© 1994 Bean Software P/L Produced by Interplay Productions

Solitaire. At first mention, this word may conjure up images of idly passing the time with a slow game of cards, but as with any diversion, Solitaire can quickly become an obsession. The games look simple to play, but each time you fail to win, you tell yourself, "just one more." If this is a problem you've had, relief is in sight!

SOLO GAMING

Solitaire Funpak by Interplay is the perfect combination of Solitaire and Game Boy; it's both portable and addictive. Twelve games are included in this Pak, all are easy to learn, but almost impossible to master. Even if you do, the Tournament Mode will keep the challenge going.



Klondike
Tripeaks
Pyramid
Cruel
Freecell
Golf
Canfield
Aces Up
Scorpion
Poker
Stonewall
Florentine

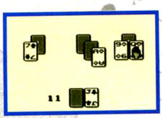
Tournament

TWELVE GAMES

This Game Pak has games for all playing styles. With 12 different games to choose from, most players will recognize at least a few of them. If you've never played Solitaire before, the easier games are for you. As you get better, the more difficult games will tease your brain!

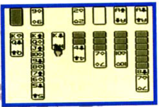
●TRIPEAKS●

Clearing all three peaks of cards is tricky, so watch for cards that run in order. The trick is to look ahead!



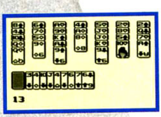
●KLONDIKE●

This is the most widely recognized Solitaire game around. What would this Game Pak be without it?



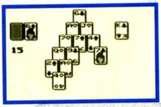
●GOLF●

This game is easy for even the most inexperienced players. You can play cards in descending or ascending order.



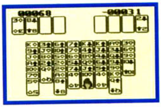
●PYRAMID●

Work your way up the pyramid looking for combinations of 13. If you make it to the top, this game is a wrap.



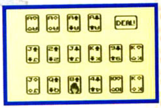
●FREECELL●

Stacking the cards in this game is tough. You can only move as many cards as you have free spaces.



●CRUEL●

This game is just as the name implies, cruel! Just when you think you have it beat, the game ends!

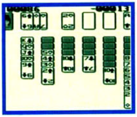


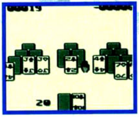
TOURNAMENT PLAY

You can play all the different games in this Pak for points, but if you want to post a high score, you must compete in the tournament. Read on to learn about the four options.

STANDARD

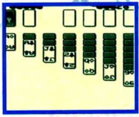
You must score as high as you can on each of the Solitaire games. In the Standard Mode, all of the rules are set to easy, so you should be able to score well. You'll play each game once.

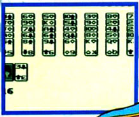




CHAMPIONSHIP

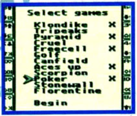
The Championship Mode is similar to the Standard Tournament, but all the individual games are tougher. You'll have fewer chances to gain points so your scores may be lower.

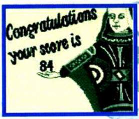




CUSTOM

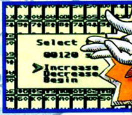
If there are a few of the games you don't like, set up a custom match, including only the games you are familiar with. If you don't like a game, just skip it!


Select games
Klondike ×
Tripeaks
Pyramid ×
Cruel
Freecell ×
Golf
Canfield
Aces up ×
Scorpion
Poker ×
Stonewall
Florentine
Begin


Congratulations your score is 84

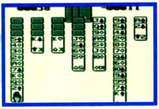
CUSTOM TIMED

You can set up a match of your favorite games and set the time to beat!


Select
00120
Increase
Decrease
Begin

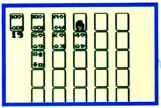
SCORPION

This game looks easy, but it's really tough to beat. Try stacking cards according to suit but don't get stung!



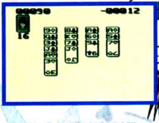
POKER

This game is easy to play. Lay all the cards on the board in order to make strong poker hands.



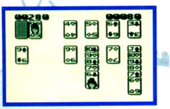
ACES-UP

The object of this game is to get the aces to the top of the stacks. Try not to stack Aces on each other.



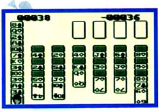
CANFIELD

This is one of the toughest Solitaire games around. Only expert players will score well in this game.



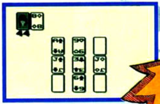
STONEWALL

With only six stacks to build on, players can quickly get stuck. Move carefully or you'll hit the stone wall!



FLORENTINE

Try to stack the corners with each suit in order. If you're lucky, the cards will fall in all the right places.

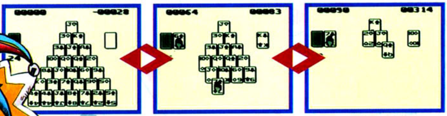


TIPS FOR TOUGH GAMES

Because most players may only recognize a few of the games in Solitaire Funpak, we've included a few quick strategy tips to help you with the tougher games. All of these games will take practice before you can beat them, but knowing what to look for should help you out. Remember, it doesn't matter how good a card player you are, you'll still need to have Lady Luck on your side. After you learn to play all of the games, you'll be able to score well in any of the tournaments.

PYRAMID

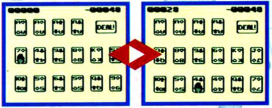
The trick to mastering Pyramid is learning to look for combinations totaling 13. While it may seem easy enough to pull all of the matching cards out of the extra pile, your best move may be right in front of your eyes. Look at the row behind the front cards; you can use them to match the card that is blocking it.



The game gets harder as you work your way up the pyramid. The fewer the cards, the fewer combinations you have to match. Keep an eye out for cards totaling 13.

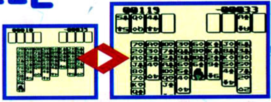
CRUEL

The trick in Cruel is to keep the cards moving. If you can make a single move in the stacks, you'll be able to reshuffle, but the game is over as soon as you can't make a move. Each time you reshuffle the cards there will be fewer cards, so the choices shrink quickly.



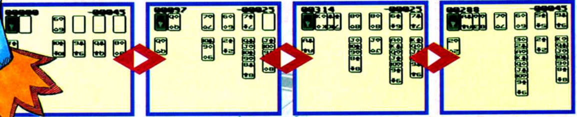
FREECELL

You can only move as many cards as you have free spaces. Try to keep your moves small, so you won't get cards trapped in the cells. Get the Aces out of play as soon as possible.



CANFIELD

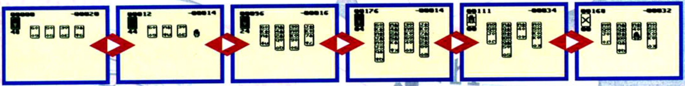
Scoring in this game is similar to Klondike, except you must start with the card shown rather than an Ace. As you clear spaces in the four piles, you can fill them with the lower stack on the left of the screen. When you move a card to the top of the screen, it is out of play and can't be used again.



It's good to score early in this game, but be careful not to move up a card you might need later. Once it is at the top of the screen, you can't use it anymore. Once you reach the King in the top pile, continue scoring by placing the Ace on top of it.

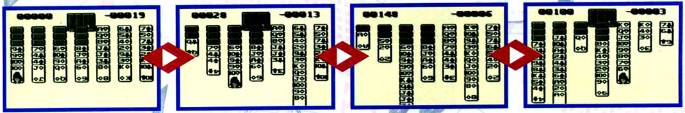
ACES UP

This game may look simple, but it's easy for new players to become trapped early. The object is to move your aces to the top of each stack. You'll lay down four cards on each turn. If any of the cards' suits match, the lower card is thrown out of play. If a stack is cleared, you can move any card you want into the empty space.



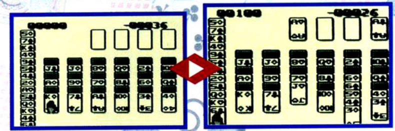
SCORPION

You must stack all of the cards of the same suit in descending order if you want to win this game. You can move the next card in a sequence on top of an open card, but you must take all the cards that are stacked on top of it as well. There are only three spare cards, so play them when you have run out of moves.



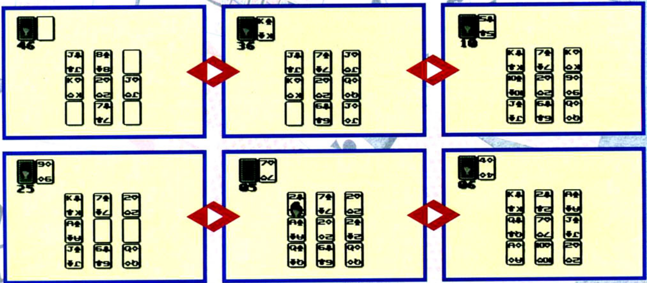
STONEWALL

You can stack cards by alternating black and red cards. Cards are overturned as you clear them. You can play any of the cards that are on the left side of the screen, but be careful how you play them. An entire stack of these cards won't give you much movement with the rest of the cards! Score quickly by moving the card to the top.



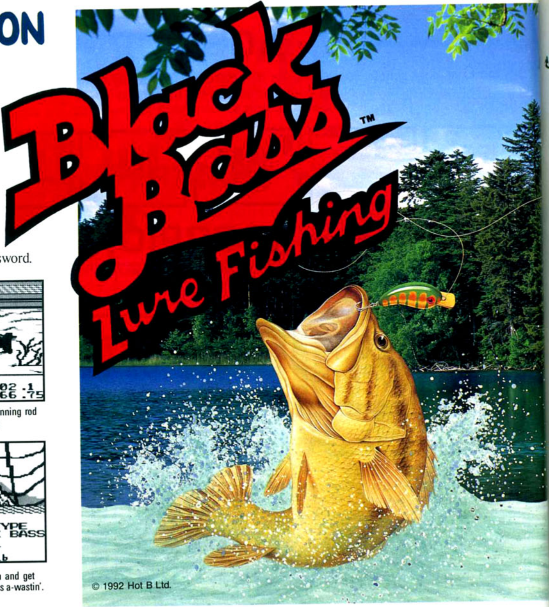
FLORENTINE

The object of this game is to build the corner piles in ascending order, beginning with the card shown. The piles in the "cross" can be stacked in descending order regardless of the suit, while the center card is a reserve space where only one card can be placed. You can only play through the extra cards twice.

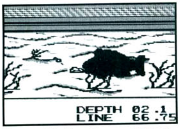


GO FISH ON THE GO

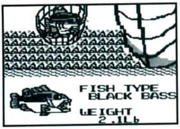
With Hot B's Game Boy version of Black Bass, you can go fishing no matter where you're going. The game features two lakes and a 12-day tournament that runs from July to September, and you can save your standing with a password.



© 1992 Hot B Ltd.


DEPTH 02.1
LINE 66.75

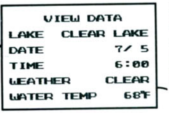
He-ey, good buddy, grab your spinning rod and let's go catch us some bass!


FISH TYPE
BLACK BASS
WEIGHT
2.1Lb

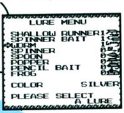
You got yourself a bass! Net him and get that line back in the water—time's a-wastin'.

THE FISH STORY

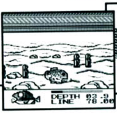
Game Boy Black Bass has many of the same features that have made the Super NES version such a hit with video anglers. From selecting tackle and reading the weather report to setting the hook and weighing in, the game does a great job of capturing the spirit of the bass fishing tournament experience. It's a keeper, for sure.


VIEW DATA
LAKE CLEAR LAKE
DATE 7/ 5
TIME 6:00
WEATHER CLEAR
WATER TEMP 68°F

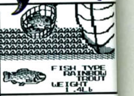
Check out the weather report. Fish deep when the water is warm.


LURE MENU
SHALLOW RUNNER 1
SPINNER BAIT 1
WORM 1
SPINNER 0
SPOON 0
POPPER 0
PENCIL BAIT 0
FROG 0
COLOR SILVER
PLEASE SELECT A LURE

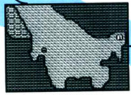
Access the Lure Menu to choose your weapon. Try the Silver Worm on clear days and the Red Worm on cloudy days. Make the lure dance to catch the fish's attention.


DEPTH 03.9
LINE 78.00

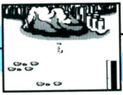
Watch the "Lure Cam." When you hook one, reel it in.


FISH TYPE
RAINBOW
TROUT
WEIGHT
1.4Lb

There are four kinds of fish, but only bass coun



Mark your three favorite fishing holes on the lake map.

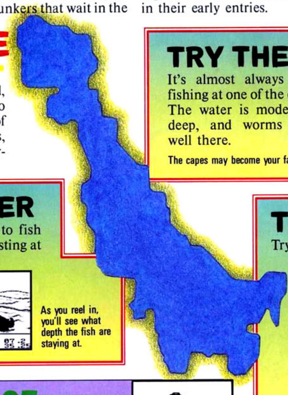


When you're ready to cast, you'll see an overhead view.

FISH ON!

Rookie fishermen begin in Class Three with a ranking of 100. With those stats, they can fish only the beginner's water, Clear Lake. They'll have to Rank within the top 50 to move on to Storm Lake and the lunkers that wait in the Reeds and Lily Pads there. They move up in rank by gaining tournament experience and placing among the leaders in their early entries.

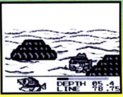
CLEAR LAKE



Clear Lake has a couple of good, deep capes where the bass like to lurk, especially during the heat of day. You'll also find shallow grasses, rocky bottoms and changeable currents that can be quite strong.

TRY THE CAPE

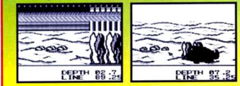
It's almost always good fishing at one of the capes. The water is moderately deep, and worms work well there.



The capes may become your favorites.

DEPTH MARKER

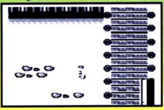
If you're unsure about where to fish under current conditions, try casting at a Depth Marker.



As you reel in, you'll see what depth the fish are staying at.

THE PIER

Try the pier. Bass like to hide in dark places, so try dragging your lure along the edge of the dock.

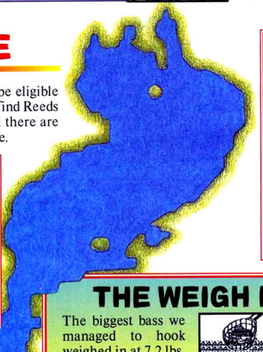


Bass like to hide in the darkness around the pier. Try your luck there.

EXPERT ADVICE

If you reel in fast, the fish rises. You're likely to lose a strong fish when it surfaces.

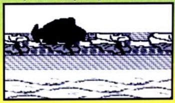
STORM LAKE



When you reach Class Two, you'll be eligible to fish in Storm Lake, where you'll find Reeds and Lily Pads. That just means that there are more places for the big fish to hide.

LILY PADS

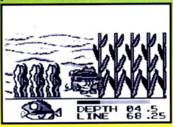
The bass will hit frog lures near the surface here, but they'll also jump.



Do you like to talk about the one that got away? Try a frog in the Lily Pads.

REEDS

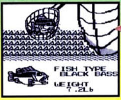
Try out a variety of lures here. You don't have to worry about getting hung up, but you can cast too far.



If you cast too far in the reed areas, you'll lose your lure.

THE WEIGH IN

The biggest bass we managed to hook weighed in at 7.2 lbs. How big do they get?



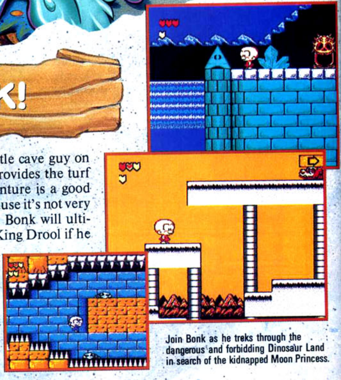
How big a bass can you catch? They do get bigger than 7.2.

kinds of
ass count.

BONK'S ADVENTURE™

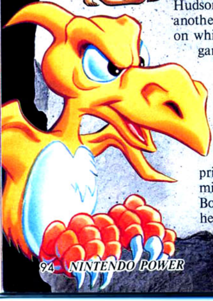
BONK'S BACK!

Hudson Soft has decided to send their little cave guy on another adventure. This time, the NES provides the turf on which Bonk must tread. Bonk's Adventure is a good game for younger players, mostly because it's not very challenging and is not very long. Bonk will ultimately have to face the diabolic King Drool if he wants to accomplish the task he's set for himself—to rescue the beautiful Moon Princess. OK, big evil bad guy/beautiful kidnapped princess . . . it's not an original premise. Just don't mention anything to Bonk. That is, unless you want to bonk heads with the ultimate headbanger.



Join Bonk as he treks through the dangerous and forbidding Dinosaur Land in search of the kidnapped Moon Princess.

·TM&© 1993 Hudson Soft © 1989 1993 RED

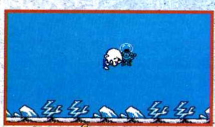


BONK TO SURVIVE!

That's using your head! Because they are severely under-developed, Bonk can't fend off enemies with his arms—he has to use his mostly-bald noggin'. It's OK, he's got a seriously powerful skull. The only bad part about Bonk's attack technique is that it's only good at close range. Let the head-banging commence!

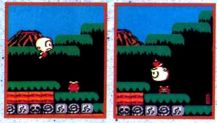
BONKERS!

With a regular head bonk, Bonk can back off most enemies that he confronts. It may take several bonks to do away with stronger foes, though. Proper positioning is crucial.



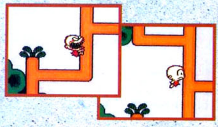
JUMP'N BONK

A good technique to learn and use is the jumping bonk. Leap into the air and press the B Button once to flip little Bonk into a head-first position. Slam into anything!



CHOPPERS

Bonk has a mean set of teeth. He can cling to trees, rocky walls and some of the ledges throughout the stages. He will automatically bite and sink his teeth into vertical surfaces.

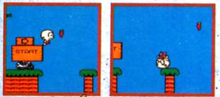


BONUS ATTEMPTS

There are three different Bonus Stages that Bonk will be whisked off to if he picks up a small red Flower. In these Bonus Stages, Bonk will have his physical skills tested. One involves precision and finesse, another involves sheer speed, and the last entails stamina.

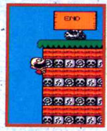
LEDGE LEAP

Jump from ledge to ledge while picking up the Fruit that looks like carrots. Land on each ledge head first to prevent falling off of them.



DENTAL WORK

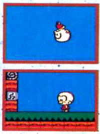
This is a Bonus Round that Bonk can really sink his teeth into! Jump to the wall and keep pressing the A Button to move Bonk up the wall.



Help take a bite out of climb! It should be very easy to make it to the top of this cliff.

FLIP OUT

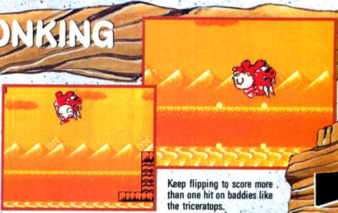
If Bonk flips enough, he'll earn himself a 1-Up. He has to land on his feet at the bottom, though. A turbo Controller helps immensely!



Bonk landed on his feet at the bottom. He would have blown it if he hadn't.

MULTIPLE BONKING

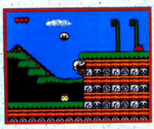
As mentioned previously, some enemies can't be warded off with a single bonk. It may take several hits to bring about the desired result. Instead of taking a "one-bonk" run at an enemy, keep flipping after you've hit it the first time. You may score several more hits while in the air. It works on this triceratops and, more importantly, it works great on the bosses. A cool trick!

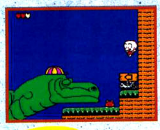


Keep flipping to score more than one hit on baddies like the triceratops.

ROUND ONE

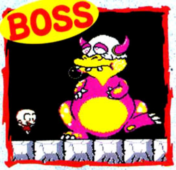
One of the stranger things about the game is that the difficulty level never really increases or decreases. The initial stages may be a little easier, but it's hard to tell. Bonk everything in sight in Round One and collect whatever appears. Bonk the hat on the dinosaur to get its mouth to open and then enter it to continue onward.

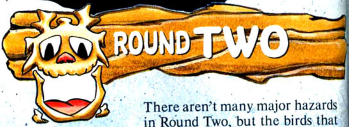




DUMB DINO BOSS

This helmeted Jurassic Age refugee is easy to defeat. Just jump up and stand on top of his belly and then jump repeatedly to hit him in the helmet. Watch out for the bubbles.



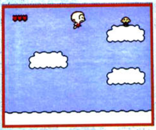


ROUND TWO

There aren't many major hazards in Round Two, but the birds that fly at you in the clouds can be a pain. You'll probably clear the waterfall and big tree without much problem.

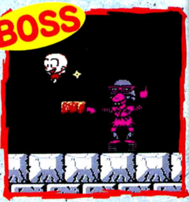
1-WAY-UP

Standing on the very edge of the cloud and using his spinning jump technique, Bonk should be able to get this 1-Up. It's not really an easy thing to do, though.



STAR TOSSER BOSS

A strange creature with horn-rimmed glasses and platform shoes will try to assault you by throwing stars at the end of Round Two. Use the platform to jump into position to bonk it on top of its head.

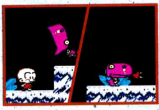


ROUND THREE

Bonk will spend a large portion of his time in Round Three under the frigid waters of Dinosaur Land. He can use his head very well when he's underwater, too!

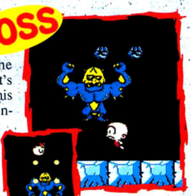
YAP TRAPS

These little yapping dinos with the big mouth traps will swallow Bonk and rob him of his energy if he gets too close. Bonk'em!



MAJOR MINE BOSS

Jump up, aim for the head and spin. That's the key to defeating this boss. With proper spinning technique, you should be able to get multiple hits per attack.

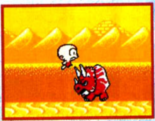


ROUND FOUR

Bonk encounters desert conditions in Round Four. There are some Bani-Bani Traps, especially in Section 4-3, to watch out for. Their contents are not likeable.

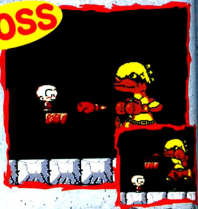
TRI-TOPS

In Section 4-2, Bonk runs across some wild triceratops 'saurs. It's probably best to just quickly jump over them because they're strong.



DUCK BOXER BOSS

If you can get a high jump, this boss should be one of the easiest to defeat. He moves left to right and throws his gloves at you. Jump off of the ledge and spin rapidly while bonking his head. His helmet should crack.

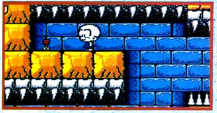


ROUND FIVE

Unfortunately, Round Five has a lot of dangerous spikes for Bonk to contend with. Don't press the A Button when in the midst of spikes. Just push Up and Down on the Control Pad. Bonk will slowly swim out of the path of danger. Fortunately, however, there are also a lot of Power-Up items that Bonk can grab as he makes his way through the round. By the way, this is the longest round, also.

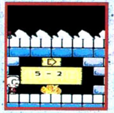
TIGHT SQUEEZE

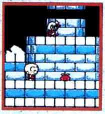
It's tough to make it to this ledge without taking a hit from the spikes, but it's worth it for a chance to get the Flower. Bonus-bound!



BANI-POWER

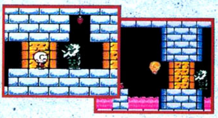
Don't forget to bonk all of the Bani-Banis when you come to them. You'll need all the Power-Ups that you can get at this stage of the game.





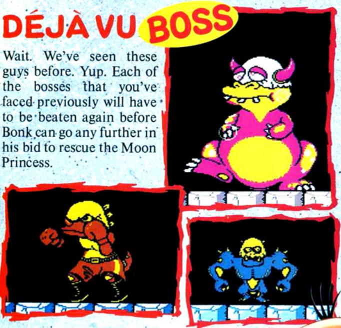
BIG MEAT

Two Small Meats equal a Big Meat. Big Meat brings invincibility. There's an opportunity to parlay meat-eating into bigger and better things.



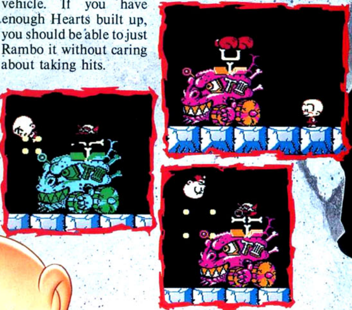
DÉJÀ VU BOSS

Wait. We've seen these guys before. Yup. Each of the bosses that you've faced previously will have to be beaten again before Bonk can go any further in his bid to rescue the Moon Princess.



DROOL'S ATV BOSS

To scrap this all-terrain vehicle, just jump up and bonk the round "antenna" that sticks out on the front of the vehicle. If you have enough Hearts built up, you should be able to just Rambo it without caring about taking hits.

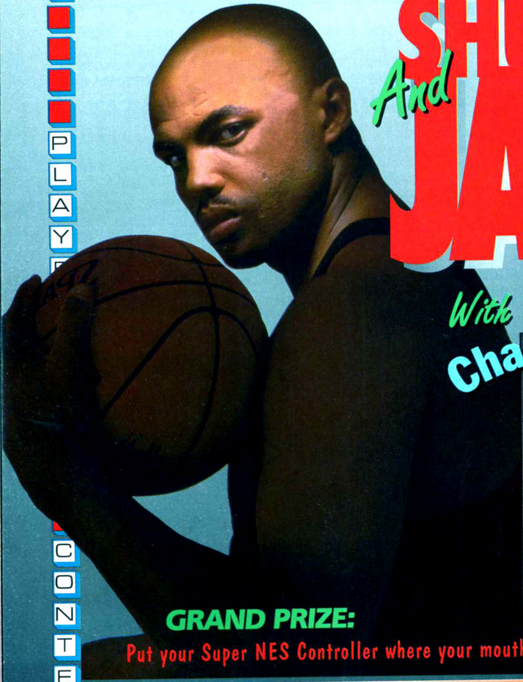


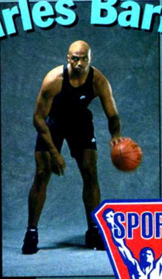
KING DROOL BOSS

The final battle with King Drool doesn't take place on Dinosaur Island. Bonk boards a spaceship and travels to the moon where the Princess is being held. There's more bonking to be done!

SHUT UP And JAM!

With Charles Barkley





SPORT ACCOLADE

GRAND PRIZE:

Put your Super NES Controller where your mouth is—

Go One-on-One with Sir Charles!

Take on the real Charles Barkley in an in-your-face game of Super NES Barkley Shut Up and Jam from ACCOLADE—and take a friend for moral support.

Score Autographed Game Goods

Take home a basketball signed by Sir Charles himself AND autographed Nike Air Force Max CBs in size 16—and a pair in your size, too!

Whoop it up at Disney World

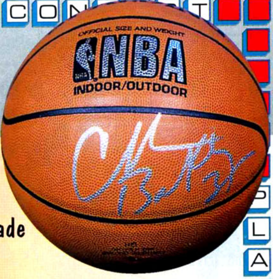
Take your friend with you to the biggest theme park on the planet

PLAYER'S POLL CONTEST

SECOND PRIZE:

5 Winners

- Basketballs Autographed by Charles Barkley
- Rim Rockin' Accolade Sports Jackets
- Barkley Shut Up and Jam Game Paks for Your Super NES from Accolade



BARKLEY
SHUT UP AND
JAM!
SPORT
ACCOLADE
SUPER NINTENDO
Nintendo

THIRD PRIZE:

- Bring Down the Backboard in a Nintendo Power T-shirt

50 Winners

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 60, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER-PLAYER'S POLL VOL. 60
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than June 1, 1994. We are not responsible for lost or misdirected mail.

On or about June 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after June 30, 1994, send your request to the address above.

GRAND PRIZE: NOA will provide air travel and accommodations for the winner and guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated value of the trip is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Void where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

TOP 20

MAY 1994

NINTENDO POWER

The big news this month is the arrival of Super Metroid to the Top 20. A number three debut is a great start, especially when you consider that the Dealer votes are just beginning to arrive for this game!

SUPER NES

1 13,254 POINTS
6 MONTHS

MORTAL KOMBAT

Back to the top! The fight for first place is still in full swing, and Mortal Kombat takes it this month.

2 12,138 POINTS
9 MONTHS

STREET FIGHTER II TURBO

Street Fighter II Turbo slipped back down this month, but number two is still a great showing!

3 10,682 POINTS
1 MONTH

SUPER METROID

Samus promises to be a major contender on the Top 20 for months to come.

4 10,467 POINTS

THE LEGEND OF ZELDA: A LINK TO THE PAST

Link is still the Players' favorite this month. A quest like this is hard to beat.

5 6,875 POINTS

SUPER MARIO KART

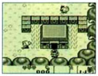
The racing action is always great when you can drive like Mario.

6	6,714 POINTS	SUPER MARIO ALL-STARS
7	6,585 POINTS	SECRET OF MANA
8	6,543 POINTS	NHL STANLEY CUP
9	6,490 POINTS	KEN GRIFFEY JR. PRESENTS MLB
10	6,307 POINTS	MEGA MAN X
11	6,170 POINTS	MADDEN NFL '94
12	5,479 POINTS	DISNEY'S ALADDIN
13	4,633 POINTS	SUPER EMPIRE STRIKES BACK
14	4,597 POINTS	NBA JAM
15	4,381 POINTS	MARIO PAINT
16	4,379 POINTS	STAR FOX
17	4,202 POINTS	NHL HOCKEY '94
18	3,988 POINTS	JURASSIC PARK
19	3,982 POINTS	TMNT TOURNAMENT FIGHTERS
20	3,456 POINTS	NCAA BASKETBALL

GAME BOY

1 18,346 POINTS
13 MONTHS

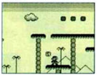
THE LEGEND OF ZELDA: LINK'S AWAKENING



Waking the Wind Fish is tough for even the hardiest adventurer. Can you do it?

2 13,466 POINTS
20 MONTHS

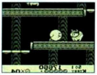
SUPER MARIO LAND 2: 6 GOLDEN COINS



Mario is fighting hard to take his castle back from Wario. All this action makes for a great game!

3 12,921 POINTS
16 MONTHS

KIRBY'S DREAM LAND



Dream Land is in trouble, and only Kirby can save it! Help him if you dare.

4 10,383 POINTS

KIRBY'S PINBALL LAND

If you liked saving Dream Land, you'll flip for this game!

5 10,001 POINTS

METROID 2: SAMUS RETURNS

Destroy all of the Metroids, or you'll have big trouble with Super Metroid.

6	9,120 POINTS	MORTAL KOMBAT
7	9,026 POINTS	SUPER MARIO LAND
8	8,824 POINTS	TETRIS 2
9	7,887 POINTS	TETRIS
10	5,925 POINTS	WARIO LAND: SUPER MARIO LAND 3
11	5,555 POINTS	FACEBALL 2000
12	5,481 POINTS	JURASSIC PARK
13	4,694 POINTS	FINAL FANTASY ADVENTURE
14	4,559 POINTS	DR. MARIO
15	4,339 POINTS	TMNT: FALL OF THE FOOT CLAN
16	4,079 POINTS	MEGA MAN IV
17	3,620 POINTS	FINAL FANTASY LEGEND
18	2,924 POINTS	NBA CHALLENGE 2
19	2,853 POINTS	YOSHI'S COOKIE
20	2,610 POINTS	F-1 RACE

NES

1 12,152 POINTS
4MONTHS

TETRIS 2

The two-player action of Tetris 2 has moved it to the top of the NES charts.

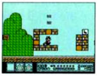
2 12,133 POINTS
68 MONTHS

THE LEGEND OF ZELDA

This is the game that started it all off. If you haven't tried it, you don't know what you're missing.

3 11,095 POINTS
56 MONTHS

SUPER MARIO BROS. 3



Mario's biggest NES adventure is still tops with the Players.

4 8,722 POINTS

TMNT 3: THE MANHATTAN PROJECT

All kinds of Turtle action is packed into this game. Who is your favorite Turtle?

5 8,712 POINTS

KIRBY'S ADVENTURE

King Dedede is at it again, and only Kirby can stop him.

6	7,817 POINTS	MEGA MAN VI
7	7,495 POINTS	TECMO SUPER BOWL
8	6,314 POINTS	BASEBALL STARS
9	6,101 POINTS	METROID
10	5,938 POINTS	FINAL FANTASY
11	5,540 POINTS	ZODA'S REVENGE: STAR TROPICS II
12	4,735 POINTS	ZELDA II: THE ADVENTURE OF LINK
13	4,530 POINTS	NES OPEN TOURNAMENT GOLF
14	4,231 POINTS	BATTLETOADS
15	4,221 POINTS	TECMO NBA
16	4,069 POINTS	SUPER MARIO BROS. 2
17	3,918 POINTS	VEGAS DREAM
18	3,787 POINTS	MONOPOLY
19	3,596 POINTS	TETRIS
20	3,542 POINTS	JURASSIC PARK

NOW PLAYING

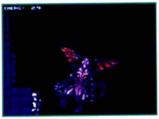
MAY
1994

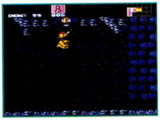
LOOK FOR THESE RELEASES SOON

SUPER METROID

Company	Nintendo
Suggested Retail Price	$59.99
Release Date	April 1994
Memory Size	24 Megabits
Game Type	Sci-fi action and adventure

The ultimate in space adventure comes to the Super NES for the first time, and it may well be the best action adventure game ever. The unprecedented 24 megabits of memory for Super Metroid is also the wave of the future. In this case, it was used to bring alive the planet Zebes where Samus Aran must return to finish the metroid threat once and for all. Power's Super Metroid review covers the basic moves and more in this issue.





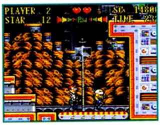
+ Excellent graphics, sound and stellar play control. There's lots of variety, secrets, twists, turns and challenge.

– Even 100 megabits of Metroid wouldn't be enough.

JETSON'S: INVASION OF THE PLANET PIRATES

Company	Taito
Suggested Retail Price	Not Available
Release Date	May 1994
Memory Size	8 Megabits
Game Type	Comic action

George Jetson must leave his comfortable life in orbit to combat the space pirates in order to save the world. Although this is a standard, scrolling action game, George has some new ways to get around in space. Check out the motion in this month's Power review.



THE JETSONS
INVASION OF
THE PLANET PIRATES

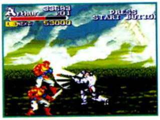
+ Some cool moves like tube travel and the Pneumo-osmatic-precipitator. Good graphics and an interesting challenge.

– Play control using the Pneumo-osmotic gun isn't easy to get used to.

KNIGHTS OF THE ROUND

Company	Capcom
Suggested Retail Price	Not Available
Release Date	May 1994
Memory Size	12 Megabits
Game Type	Action for one or two players

The search for the Holy Grail looks remarkably like Final Fight in this action fighter from Capcom. Arthur, Lancelot and Perceval seek the Grail while beating the daylights out of an endless army of witless thugs. For the latest update on the once and future king, turn to the review in this issue of Power.



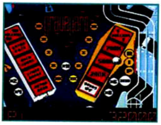
+ Good graphics and lots of challenge.

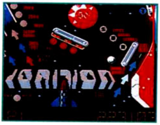
– Although it is tough to beat so many bad guys, little skill is involved. The stages are most remarkable for their lack of variety, unlike Final Fight and FF2.

PINBALL DREAMS

Company	**Gametek**
Suggested Retail Price	**$59.95**
Release Date	**May 1994**
Memory Size	**8 Megabits**
Game Type	**Pinball simulations**

Gametek's pinball simulation, Pinball Dreams, gives you action in four ways with four separate games: Ignition, Steel Wheel, Beat Box and Nightmare. Each of the four games has a different board and different ways to score millions or lose everything. The overhead view in all the games scrolls vertically when you blast the ball into the upper regions for a greatly extended playing field. Power covered Pinball Dreams for the Super NES in the April issue.





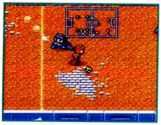
+ You'll find lots of variety and in the four games. Each game has unique pinball elements.

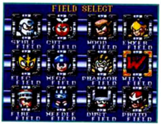
− The scrolling perspective can be difficult to get used to. Ball speed can seem unrealistically fast.

MEGAMAN'S SOCCER

Company	**Capcom**
Suggested Retail Price	**Not Available**
Release Date	**May 1994**
Memory Size	**10 Megabits**
Game Type	**Character-based soccer for one or two players**

Dr. Wily has provided the ultimate challenge—a team of robotic super soccer fiends to torment a team of Megamen. This is a soccer simulation with characters from the popular action series as the participants. Megaman's Soccer wins the title of strangest soccer game since Tecmo's RPG soccer game, and that's up against some pretty stiff competition when you consider Soccer Kid and the upcoming Hurricanes. Some of the highlights of Megaman's Soccer include customized team lineups, super kicks, Championship, Tournament, Exhibition and League play.





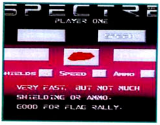
+ Mega Man fans may get a kick out of the unique concept and fun characters.

− The poor play control is uncharacteristic of Capcom games.

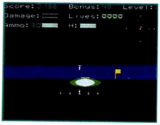
SPECTRE

Company	**Cybersoft**
Suggested Retail Price	**$64.95**
Release Date	**May 1994**
Memory Size	**8 Megabits**
Game Type	**3-D action for one or two players**

Enter the virtual reality of Spectre where video tanks rumble across a 3-D cyber landscape, hunting enemy tanks on levels filled with obstacles, traps and instant defeat. This Macintosh adaptation might not look quite as pretty as the original, but the game play gets just as dirty. Learn survival techniques in this month's Power review, then plug yourself into the Spectre experience.



VERY FAST, BUT NOT MUCH SHIELDING OR AMMO. GOOD FOR FLAG RALLY.



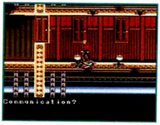
+ Good play control and excellent challenge. The two-player option is particularly fun with lots of variety.

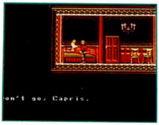
− The graphics are fairly simple, but it doesn't really detract from the game.

S.O.S.

Company	**Vic Tokai**
Suggested Retail Price	**Not Available**
Release Date	**April 1994**
Memory Size	**8 Megabits**
Game Type	**Action adventure for one player**

When the ocean-liner S.S. Lady Crithania goes down in a storm, it isn't the end for the passengers and crew, not if they can summon the courage to make their way up to the bottom of the hull of the overturned ship. This video game Poseidon Adventure starts you out playing the role of one of four characters aboard the doomed vessel. Your goal is to find and lead as many of your fellow victims to safety as you can through the upside-down world of the Lady Crithania. Some passengers will be too scared to move and need convincing while others may become violent. And to make matters worse, as you lead your ragtag mob to safety, the ship pitches back and forth, sometimes blocking off passageways. You have only one hour before the end.





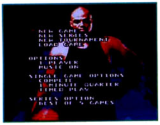
+ A unique theme and play experience. There's a great variety of routes through the ship, giving the game extended playability.

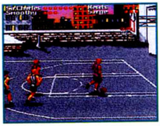
− Certain aspects of the game are quite slow, like moving passengers and talking to them, which uses up your precious 60 minute time limit.

BARKLEY: SHUT UP AND JAM!

Company......Accolade
Suggested Retail Price......$69.95
Release Date......May 1994
Memory Size......16 Megabits
Game Type......Street basketball for up to four players

Sir Charles brings his brand of hoops to the Super NES in this rough and tumble tribute to the pure, neighborhood roots of the NBA. Up to four players can slam and jam using 16 fictional neighborhood players from across the U.S. For the full pre-game report, tune in to this month's Sports Scene.





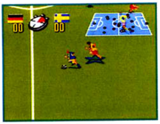
+ Fast action, especially for two or four players.

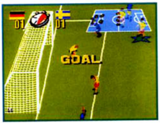
– The play may seem similar to NBA Jam, but the feel is less polished.

CHAMPIONS WORLD CLASS SOCCER

Company......Acclaim
Suggested Retail Price......$59.95
Release Date......April 1994
Memory Size......8 Megabits
Game Type......International soccer for one or two players

The best soccer teams in the world have been recreated for the Super NES in this international soccer tournament. The championship takes the same form as this year's World Cup tournament, with teams from different groups competing for the final tournament. The game is so international that you can choose to play it in any of four languages: English, Spanish, German and French.





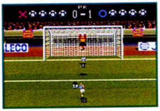
+ Good animation and graphics. Challenging and realistic. Useful options include an instant replay camera for studying your technique. Good sound.

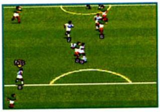
– Passing and shooting take time to master. Computer controlled players make obvious errors.

SUPER GOAL! 2

Company......Jaleco
Suggested Retail Price......Not Available
Release Date......April 1994
Memory Size......4 Megabits
Game Type......Soccer for one or two players

Jaleco continues its sporting tradition with a new Super NES soccer sim that brings international, fast action soccer to your screen. This sequel adds better graphics, sound and options, but the competition for video soccer games is intense. To see how SG!2 stands up in the soccer wars, flip to this month's Sports Scene.





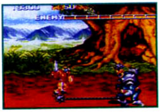
+ Fairly challenging and loaded with options like the Home Field Advantage handicap.

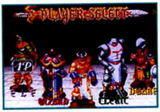
– Play control is difficult, especially during the view change when the ball rises far above the field and you can't see anything.

KING OF DRAGONS

Company......Capcom
Suggested Retail Price......Not Available
Release Date......May 1994
Memory Size......16 Megabits
Game Type......Action for one or two players

Your battle with Gildiss the Dragon lies ahead in this medieval action game. Controlling one of five characters: the Dwarf, Cleric, Wizard, Fighter or Elf, you'll pass through many skirmishes before the end. Each champion has his own talents and methods of attack, and two of them can fight together on the long journey. Join the journey in this month's review.





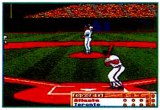
+ The variety of characters and two-player option are fun. Good graphics and play control.

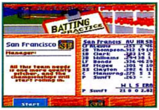
– This is really a disguised Final Fight in a medieval setting.

HARDBALL III

Company......Accolade
Suggested Retail Price......$69.95
Release Date......April 1994
Memory Size......16 Megabits
Game Type......Baseball for one or two players

Sports Accolade takes to the diamond with Hardball III, a computer conversion that features lots of stats plus you can play ball. This game has the MLBPA license plus 28 teams and stadiums that look like the real thing. Harball III goes through its paces in this month's Sports Scene.


Top of 1st
Atlanta
Toronto


BATTING PRACTICE
San Francisco
Manager:
Start

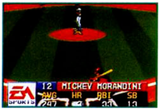
⊞ Lots of stats. The MLBPA license.

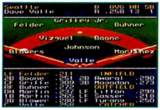
⊟ Poor play control. Awkward view shift on defense from behind the pitcher to Home Plate. The password doesn't save the stats.

MLBPA BASEBALL

Company...**Electronic Arts**
Suggested Retail Price..**$59.95**
Release Date..**May 1994**
Memory Size...**8 Megabits**
Game Type..................................**Baseball for one or two players**

EA gets on base with MLBPA Baseball for the Super NES. The MLBPA license means that you get all the players from the 1993 season. This game has all the basics including 28 teams and full seasons that can be saved with a password. For the full scouting report on MLBPA, turn to the Sports Scene.


12 MICKEY MORANDINI
AVG HR RBI SB


Seattle
Dave Valle
Felder
Griffey Jr.
Buhner
Vizquel
Boone
Johnson
Blowers
Martinez
Valle
INFIELD
OUTFIELD
CATCHER

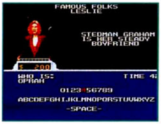
⊞ Good play control and graphics. This is one of the better baseball simulations.

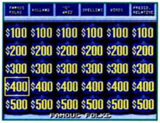
⊟ No multi-player adapter option for three to five players like most recent EA games. One stadium and limited animations. No current team stats.

JEOPARDY! DELUXE EDITION

Company...**Gametek**
Suggested Retail Price..**$59.95**
Release Date..**April 1994**
Memory Size...**4 Megabits**
Game Type.......................**TV game show for up to three players**

A whole new set of answers and questions comes to the Super NES with Jeopardy! Deluxe Edition. There are over 3,500 questions in more than 700 categories that will wrack your brain. All the elements of the show, including Double Jeopardy and Alex Trebek are included.


FAMOUS FOLKS
LESLIE
STEDMAN GRAHAM IS HER STEADY BOYFRIEND
$ 200
WHO IS:
OPRAH
TIME
0123456789
ABCDEFGHIJKLMNOPQRSTUVWXYZ
-SPACE-


FAMOUS FOLKS
"G" WHIZ
SPELLING
PRESID. RELATIVE
$100
$200
$300
$400
$500
FAMOUS FOLKS

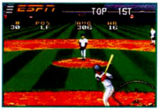
⊞ Tough questions and categories. A great multi-player party game, and you don't even need a multi-tap.

⊟ Poor spellers might have a tough time with this game in spite of the library of misspelled words that the game recognizes. You don't win real money!

ESPN BASEBALL TONIGHT

Company...**Sony Imagesoft**
Suggested Retail Price..**$59.95**
Release Date..**May 1994**
Memory Size...**16 Megabits**
Game Type..................................**Baseball for one or two players**

The ESPN license with Chris Berman before the camera adds a nice sense of familiarity to Sony's first sports simulation. The game also contains smooth, arcade like animation and the Major League license including all 28 NL and AL teams. This month's Sports Scene features a baseball round-up of new games like ESPN Baseball Tonight. Don't miss it.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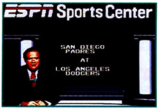

ESPN SportsCenter
SAN DIEGO PADRES
AT
LOS ANGELES DODGERS

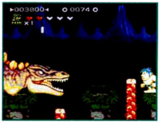
⊞ Excellent animation. Major League license.

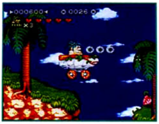
⊟ Depth perception problems make fielding very difficult. You almost have to use the auto-fielding option to play this game.

JOE & MAC 2: LOST IN THE TROPICS

Company...**Data East**
Suggested Retail Price..**$55-59**
Release Date..**April 1994**
Memory Size...**8 Megabits**
Game Type......................................**Action for one or two players**

Those lovable cavemen ninjas are back in a more adventurous outing than their last effort. This time, the village leader has lost the Crown of Legend to an evil guy named Gork. Joe and Mac (a.k.a. you and a prehistoric buddy) must club your way to the truth. Take a look back to the dawn of man in this month's cave review.





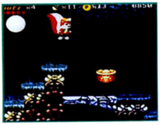
⊞ Good graphics and play control. A great improvement over the first Joe & Mac game. A fun two-player option. Passwords for saving your progress. More adventure elements, such as characters in the game to whom you can speak.

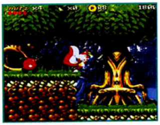
⊟ The game isn't overly challenging, but it is fun.

MR. NUTZ

Company	Ocean
Suggested Retail Price	Rental Only
Release Date	May 1994
Memory Size	8 Megabits
Game Type	Action for one player

Mr. Nutz is a squirrel with a mission. He must seek out and defeat the abominable Yeti who is trying to put the chill on earth. Through six stages of traditional platform action, Mr. Nutz hops and bops over a continuing conveyor of cute and cuddly criminal critters. Mr. Nutz will be available only at game rental outlets.





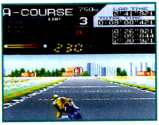
+ Beautifully rendered graphics and fairly good play control. The price is right. Rent it for the night.

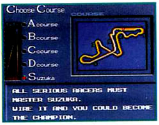
− The cute characters won't appeal to all players. The music seems designed for a completely different game, rather sad and melodic.

SUZUKA 8 HOURS

Company	Namco
Suggested Retail Price	$59.95
Release Date	May 1994
Memory Size	8 Megabits
Game Type	Motorcycle racing for one or two players

The arcade motorcycle experience comes home with this endurance speed test from Namco. Five tracks and three bikes will test your skill, whether you are challenging the clock or a friend in the split-screen mode. For all the details, look at the Sports Scene review.





ALL SERIOUS RACERS MUST MASTER SUZUKA.
WIRE IT AND YOU COULD BECOME THE CHAMPION.

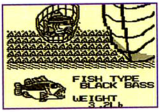
+ Fairly challenging. The long races are true tests of staying power. The two-player option provides the most excitement.

− Simulated speed doesn't seem to be as fast as it should be. Animation is jerky.

BLACK BASS LURE FISHING

Company	Hot B
Suggested Retail Price	$32.95
Release Date	February 1994
Memory Size	2 Megabit
Game Type	Tournament bass fishing

Hook the big bass like the pros, but do it on your own terms. There are two lakes full of fighting, champion bass and you have to pick the lures and the holes then reel them in. Catch the Power review this month.



THE Black Bass
Lure Fishing
HOT·B

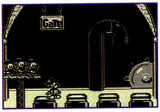
+ Even if you don't like fishing, this game can be a lot of fun. Since it's on Game Boy, you can even take it with you when you really go fishing.

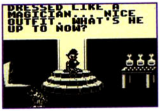
− Not as much variety as the Super NES Super Black Bass. Lures are limited at the outset of the tournament.

MICKEY'S ULTIMATE CHALLENGE

Company	Hi Tech Expressions
Suggested Retail Price	$29.95
Release Date	April 1994
Memory Size	2 Megabits
Game Type	Edutainment

Mickey or Minnie Mouse has stumbled into the Kingdom of Beanwick which is being shaken apart by the roots. In order to save the day, you must solve puzzles involving memory, sound recognition, letters and logic. Disney characters in the guise of citizens interact with Mickey or Minnie as they explore Beanwick between the puzzle game sessions. Power reviewed the Super NES version of this game in the April issue, and this Game Boy version is a graphically simpler adaptation of the same game.





DRESSED LIKE A MAGICIAN... NICE OUTFIT. WHAT'S HE UP TO NOW?

+ An engaging format for young players with nice graphics and sound. The story elements are very strong, just as they were in the Super NES game.

− A few of the games are confusing and not much fun, but you'll soon move beyond them so the impact isn't too great.

SPORTS ILLUSTRATED FOR KIDS: TRIPLE DARE

Company	T*HQ
Suggested Retail Price	$29.95
Release Date	May 1994
Memory Size	2 Megabits
Game Type	Skateboarding, Snowboarding, Mountain Biking

Three of the coolest sports ever appear on Game Boy under the Sports Illustrated banner. The events take place on the slopes and on a skaters' course. With obstacles of all sorts to avoid, your balance being tested at every goofy-footed turn, fans of these sports might find more challenge than they bargained for. Snowboarders have a half-pipe and downhill course. Skateboarders have an urban street course and a half-pipe. Mountain bikers can pedal on a mountain road or off the pavement on trails. There's also a triathalon combining all three sports.

Sports
Illustrated
FOR
KIDS

➕ The graphics are okay and the events are cool.

➖ Poor play control makes the events difficult to complete. You'll spend most of your time on the ground or stuck on obstacles that don't let you continue.

SOLITAIRE FUN PAK

Company	**Interplay**
Suggested Retail Price	**Not Available**
Release Date	**May 1994**
Memory Size	**1 Megabit**
Game Type	**Single player card games**

The many variations of Solitaire come to Game Boy thanks to Interplay—games like Klondike, Golf and Aces Up. Check out the 12 variations in this month's Power review.

➕ Lots of variety and a wide range of challenge. The Tournament mode is the most fun.

➖ No on-screen help for the more unfamiliar games.

SOLITAIRE
FUNPAK

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BARKLEY: SHUT UP AND JAM!	ACCOLADE	4P-S	3.1	3.3	3.3	3.1	BASKETBALL
CHAMPIONS WORLD CLASS SOCCER	ACCLAIM	2P-S/PASS	3.4	2.6	3.3	3.1	SOCCER
ESPN BASEBALL TONIGHT	SONY	2P-S/PASS	3.4	2.9	3.1	3.1	BASEBALL
HARDBALL III	ACCOLADE	2P-S/PASS	3.1	2.8	2.7	3.0	BASEBALL
JEOPARDY! DELUXE EDITION	GAMETEK	3P-S	3.3	3.7	3.4	3.4	QUIZ GAME
THE JETSONS: INVASION OF THE PLANET PIRATES	TAITO	1P	3.5	3.3	3.6	3.3	COMIC ACTION
JOE & MAC 2: LOST IN THE TROPICS	DATA EAST	2P-S/PASS	3.8	3.7	3.1	2.9	ACTION
KING OF DRAGONS	CAPCOM	2P-S	3.5	3.7	3.0	3.0	ACTION
KNIGHTS OF THE ROUND	CAPCOM	2P-S	3.6	3.6	3.2	2.9	ACTION
MEGAMAN'S SOCCER	CAPCOM	2P-S/PASS	3.3	2.9	3.6	3.3	SOCCER
MLBPA BASEBALL	ELECTRONIC ARTS	2P-S/PASS	3.4	3.2	3.3	3.0	BASEBALL
MR. NUTZ	OCEAN	1P	3.8	3.7	2.8	2.9	ACTION
PINBALL DREAMS	GAMETEK	8P-A	3.4	3.4	3.1	2.9	PINBALL
S.O.S.	VIC TOKAI	1P	3.3	2.5	3.6	3.8	ACTION ADV.
SPECTRE	CYBERSOFT	2P-S	3.2	3.4	3.2	3.1	ACTION
SUPER GOAL 2!	TAITO	2P-S/PASS	3.1	2.8	3.3	3.2	SOCCER
SUPER METROID	NINTENDO	1P/BATT	4.7	3.8	4.6	4.6	ADVENTURE
SUZUKA 8 HOURS	NAMCO	2P-S/PASS	3.4	3.0	3.1	3.9	MOTORCYCLE RACING

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BLACK BASS LURE FISHING	HOT-B	1P/PASS	2.7	3.0	3.1	3.2	FISHING
MICKEY'S ULTIMATE CHALLENGE	HI-TECH	1P	3.2	3.3	2.7	3.3	EDUTAINMENT
SOLITAIRE FUN PAK	INTERPLAY	1P	2.7	2.8	3.0	3.2	CARD GAMES
SPORTS ILLUSTRATED FOR KIDS: TRIPLE DARE	T*HQ	1P	3.2	2.3	3.0	2.8	BOARDS & BIKES

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

A LOOK INTO THE GAMES OF THE FUTURE

PAK WATCH

PROJECT REALITY

NINTENDO

It's time to get excited! It's time to get hungry! Why? Because Nintendo has teamed up with Williams, the masters of the video arcade with hits like NBA Jam and Mortal Kombat, and in a joint venture company called Williams/Nintendo Inc. the giants will create a revolution in video games for Project Reality. Think that's big? That's only the half of it. The creative wizards at Rare Ltd. have also signed on, and they're deep in development on *Killer Instinct*™, a fantastic fighting game that will graphically blow away everything that has come before for either arcades or home game systems. All three companies have been working with Silicon Graphics, whose advanced graphics processing hardware lies at the heart of the 64-bit Project Reality arcade and home systems. Okay, so what does all this mean? First off, Project Reality *is* reality. When Neil Nicastro, President of Williams, calls Project Reality, "the best video game technology in the world," he's not talking about an idea that's still out in deep space. It's just around the corner. By the end of the year it will be down the street in your arcade. Next year, you'll have the equivalent of an $8,000 graphics workstation dedicated to games playing on your tube for less than $250. As for games, it means that the creative braintrust of Williams, Nintendo and Rare will produce exclusive games for the 64-bit system. With a lineup of hits including Mortal Kombat, Battletoads, and Super Metroid under their belts, it's enough to make even a hedgehog salivate.

Joel Hochberg, President of Rare Coin-It Toys & Games, Inc., told us, "there is nothing like Project Reality and I doubt that there will be anything like it for a long time. It's really quite simple. Project Reality represents the most powerful video game technology in the world." What makes Rare the perfect developer for *Killer Instinct* and other Project Reality games is that they have been working on cutting edge technologies for years. "Several years ago we asked ourselves where the next level of video games would take us," said Hochberg. "We knew that advanced coin-ops would push the limits, so we developed new tools and methods to meet the technical demands. With Project Reality, we'll not only replicate coin-op play and graphics on your home TV, we'll go beyond."

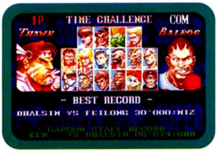
What this Pak Player finds most exciting about Project Reality is the incredible enthusiasm from developers. They know what this technology can do. Only on this system will they be able to create new worlds with such graphic intensity that to compare them to current games would be like comparing a horse-drawn carriage to the starship Enterprise. The momentum is picking up. We'll have more announcements on Project Reality soon along with shots of Killer Instinct and other games in development. Are you hungry now? This Pak Watcher is starving!

MIDWAY
NBA JAM
ACCLAIM
BATTLETOADS
SUPER METROID
©1994 Nintendo

The guys that brought you smash hits like Mortal Kombat, NBA Jam, Battletoads, Super Metroid and Star Fox are working together on the next generation of video games for Project Reality.

SUPER STREET FIGHTER II CAPCOM

It's finally here, or maybe we should say it's here already. Super Street Fighter II: The New Challengers arrived fresh out of the development labs at Capcom Inc. in Japan. It is literally the biggest and baddest SF II game ever. As you arcade players already know, there are four new characters: Fei Long, T. Hawk, Cammy and Dee Jay and that also means four new fighting grounds in Hong Kong, Mexico, England and Jamaica. But what makes this game so awesome is the total number of playing modes. The Super Battle is a one player option that lets you play each character in a winner-take-all tournament. The Versus Battle pits you against another player. In the Group Battle, you'll choose up sides of four characters each and fight one-round matches to determine the overall team winner. Tournament Battle allows up to eight players to join in a ladder type tournament. Finally, there's a Time Challenge in which a single player tries to set a new speed record for cleaning up the opposition. You can also set the strength of each fighter before matches and choose any of the 16 backgrounds from around the world. But that isn't all. There are new moves and new graphics even for the old characters and backgrounds and the overall graphics are sharper and better animated. At 32 megabits, SSF II also weighs in as the biggest game to date. Less than a year after SF II Turbo hit the stores, Super SF II will be ready for release sometime in July. This Pak Puncher probably couldn't have waited that long. We hope these screen shots can hold you over until the next best tournament fighter arrives.

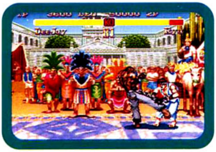


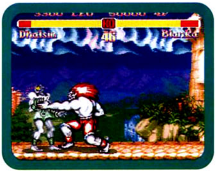
- BEST RECORD -

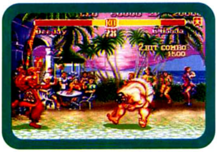
DHALSIM VS FEILONG 30"000:MIZ

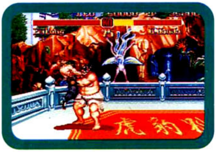
- CAPCOM STAFF RECORD -

KEN VS DHALSIM 06"874:OBN



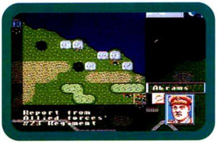




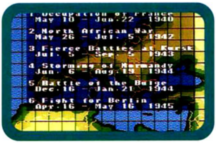


OPERATION EUROPE KOEI

From the sand dunes of El Alamein to the shell-cratered beaches of Normandy, the battles of the Second World War come back to life in Koei's Operation Europe: Path To Victory 1939-1945. As the leader of Allied or Axis forces, you can command your armies, divisions and brigades in any of six historical scenarios including the Occupation of France, the North African War, Battles at Kursk, storming Normandy, the Battle of the Bulge and the Fight for Berlin. Koei has turned in its best performance with Op Europe. The menus are complex, but easily mastered and much more intuitive than the icon-based selection menus of the asian historical RPGs like Romance of the Three Kingdoms III. The historical footing of the games is sound and the strategy is deep. War strategy simulation fans will be able to sink their teeth into every aspect of running a theater of combat including supplying the troops, sending commando missions, air raids and paratroopers. Look for Op Europe this summer.



Report from
Allied forces'
#23 Regiment



1 Occupation of France
May 10 - Jun.22 1940

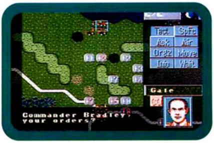
2 North African War
May 26 - Jul. 5 1942

3 Fierce Battles at Kursk
Jul. 5 - Sep. 5 1943

4 Storming of Normandy
Jun. 6 - Aug.19 1944

5 Battle of the Bulge
Dec.16 - Jan.21 1944

6 Fight for Berlin
Apr.16 - May 16 1945

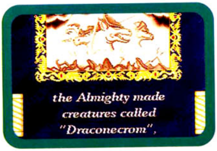


Commander Bradley,
your orders?

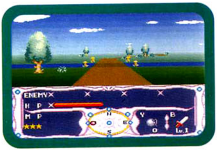
DRAGON VIEW

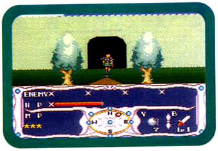
KEMCO

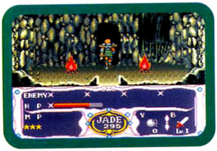
If you have a view to a thrill, Kemco's Dragon View will deliver the action and the intrigue. Your Pak Wizard first saw this magical adventure at CES in Las Vegas. A more finished version arrived about a month later and it was looking even more enchanting. At first glance, however, you might think that Dragon View (which was once called Draconecrom) is a Frankensteinian collection stitched together from the body of RPGs, action games and adventures. In fact, you end up with many of the best features of all of these game genres. From the realm of RPGs is borrowed the 3-D first person view first seen in Drakkhen. You could call this game Drakkhen 2 with better game play and spelling, but Dragon View is way beyond Drakkhen so that a comparison isn't really helpful. The world of RPGs also influenced Dragon View by lending an involved plot, verbal clues from characters, lots of weapons, armor and items and the freedom to explore a large world. From the action genre, Dragon View borrowed its fighting scenes. You have control of your sword and other weapons and items. Although the view looks like a side-scroller, your hero has full mobility in all four directions, plus he can jump while attacking for a Zelda-like feel. You don't have to build up experience, but you do have to find new and more powerful tools and Heart Containers to increase your HP meter. Again, the closest comparison is Zelda, but the Dragon View world is very different than Hyrule. Kemco hopes to have the game out by the end of the summer, and so do we.

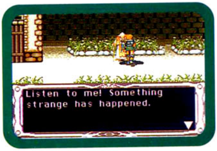


the Almighty made creatures called "Draconecrom",

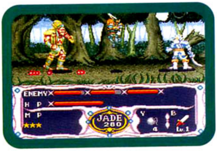








Listen to me! Something strange has happened.

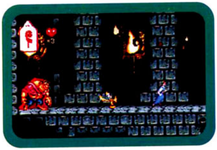


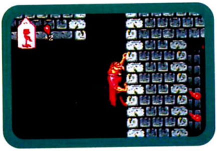
DISNEY'S BEAUTY & THE BEAST

HUDSON

Hudson Soft has finally put the finishing touches on the touching story of Belle and the Beast, based on the animated Disney classic film. Although the game is definitely based on the movie, this Pak Watcher was pleased that it stands up as a quality action game in its own right. You play the Beast in scenes that range from the castle to the forest. You have the ability to swat enemies with your powerful paw or suck in your breath and release a terrifying roar that will freeze foes in their tracks. Better yet, the Beast can climb walls and move blocks or other objects on his quest to win Belle's love. The game combines beautiful graphics and sound. Although the movie appealed mainly to younger and older audiences, this game has enough action to keep real gamers leaping and roaring like true beasts.

...IN A FARAWAY LAND.

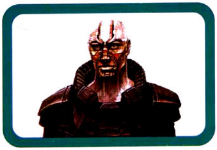


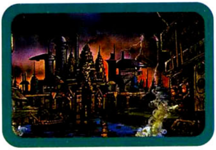


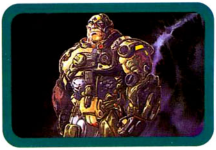
FUTURE ZONE

ELECTRO BRAIN

Electro Brain first announced development of Future Zone about a year and a half ago, and in the meantime it has changed direction dramatically, including a change of development houses. The version now in the works maintains the compelling sci-fi story from Landmark Entertainment Group. The story and game takes place in the Future Zone–an abandoned world of ancient ruins where criminals have been sent for decades. It's a strange and dangerous place from which no one has ever escaped. Your character, Kane, finds himself being sentenced to this netherworld where Korgoth weilds supreme power. Soon, a shadowy underground rebel group tries to enlist your help. In this horrific hi-tech world, you'll have to use all your resources to find weapons and tools, and most of all survive. The artwork shown here depicts Kane, Griff (the armored guy) and the exterior view of the Wasteland Ruins. The game design is supposed to include a wide variety of stages and perspectives. As Electro Brain continues development on this sprawling adventure, we'll be sure to bring you more info.



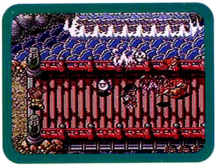




POCKY & ROCKY 2

NATSUME

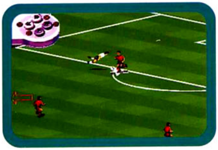
What could be better than the tale of a girl and her raccoon? How about a tale about a girl and her raccoon...and her ninja, her robot, her scarecrow and her mole? Pocky & Rocky II from Natsume recreates much of the type of game play found in the excellent original, and improves upon it. In the one-player game, Pocky controls the action while one of the companion characters tag along automatically as an option, or secondary attack unit. Each companion character has special abilities. The companions appear at different stages in the game when they're needed. When two players enter the adventure, the second player controls the companion, but must remain close to Pocky. What made the first game so appealing was the responsive play control and great, overhead graphics. Look for this one in July.

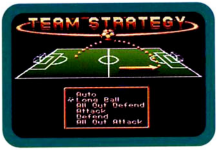


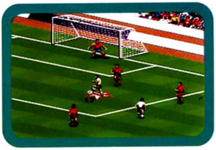
FIFA INTERNATIONAL SOCCER

ELECTRONIC ARTS

Electronic Arts has pulled out all the stops in this classic soccer game for up to five players. As soon as the Game Pak arrived, your Pak Team plugged in a multi-player adapter, chose up sides and went to war. What we found was an exceptional soccer game with excellent animation, control and game features. But it is the animation that really blows people away. To see how impressive the animation is, switch to the slow-mo option and count the frames of animation. You see every move! The options include exhibition, tournament, league, playoffs, a password, your choice of 30 teams from around the world and you can set team strategies as well as formations.



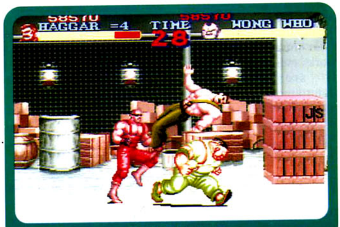




PAK WATCH UPDATE

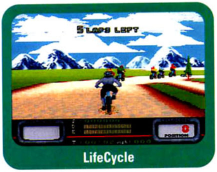
A number of licensee companies are turning to a new system for distributing some of their games, and although you'll be able to play the games, you won't be able to buy them, at least not at first. The new approach is to make a smaller number of Game Paks and sell them to distributors who in turn sell the games to video game rental outlets. **Ocean of America** is one of the leaders in this area with three titles due for release in the next few months. *Eek! The Cat, Soccer Kid* and *Mr. Nutz* will all be sold exclusively to rental outlets. **Capcom** is another company that is testing out this new distribution method. Their Super NES version of *Final Fight Guy* will appear exclusively at Blockbuster. Other companies getting in on the rental action include **T*HQ** and **Sony Imagesoft**. If it wasn't for the rental option, some of these games probably would never appear. In the case of games like Eek!, which incidentally this Pak Cat thought was an interesting play in spite of some loose play control elements, it means that you'll be able to have some fun without having to shell out the big bucks. If you do the rental thing, though, make sure you clean the Game Paks before popping them into your Super NES. You never know where they might have been.

Fitness fanatics will have a new way to burn blubber later this year when the *Life Fitness Life Cycle* is introduced. The system consists of an exercise bike, a monitor, a Super NES cable link and a Game Pak. Your Pak Racer climbed onto a developmental version of the contraption and started to sweat. The video portion of the exercise turns out to be central to the experience, because you find yourself on a course racing other video cyclists. Throughout the race, you can monitor your pumping rate, RPMs, laps and position. You can also steer with a handle bar attachment, or let the game steer automatically so you can concentrate on thrashing your opponents. What's next? Maybe Nordic Pak for cross country skiers. Who knows. Combine it with *Lethal Enforcers* and you could be the next Olympic Biathlon champ.

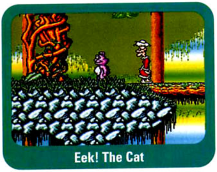


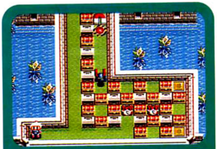
Final Fight Guy

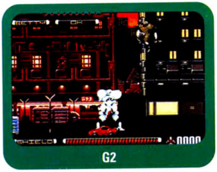
If you'd rather party than work out, invite your friends over for a Bomberman fest because *Super Bomberman II* is on the way. *Super Bomberman* made a splash last year as the first multi-player game for the Super NES. It was an instant phenomenon. While visiting one game developer, your intrepid Pak Rover stumbled upon a crowded room where half the programmers and designers were having a Super



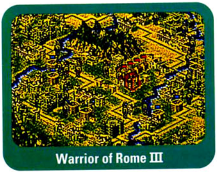
LifeCycle

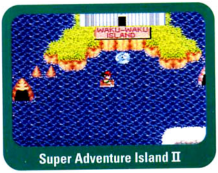

Eek! The Cat


Super Bomberman II



G2


Warrior of Rome III



Super Adventure Island II

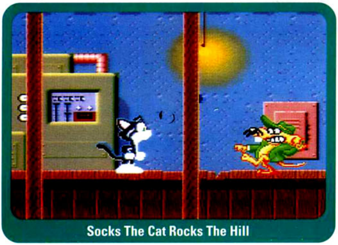
Bomberman tournament...and it had been going on for weeks! In the opinion of this Pak Visionary, Super Bomberman II is a plot by **Hudson Soft** to take over the industry by keeping competitors in a constant state of Bombermania. But even before you can blast your buddies with Super Bomberman II, you'll be able to sail the south seas on a raft with Master Higgins. *Super Adventure Island II*, mentioned a few months ago in Pak Watch, is now nearing completion and setting a course for a release date this summer. *An American Tail: Fievel Goes West* is also due out soon, making this summer a hot time for Hudson.

Hot times are also ahead for players of *Warrior of Rome III*, a strategy battle sim from **Extreme** that plunges you into the campaigns of ancient Rome. You can lead your legion on a trail of conquest through the ancient world, to the very steps of Rome herself. Or you can clash with a friend in a unique two-player, real-time battle feature to which this Pak Centurion gives a big thumbs up.

Kemco is set to do some conquering of its own with *G2*, an action game set in the future wherein you control a giant mechanoid. The forces arrayed against you consist mainly of equaly awesome metalmen while puny humans scatter at your feet. Graphically, your Pak Mech was mezmerized by some of the details. After a long development, you'd expect some polish. The sound is also polished, and your mechanoid robot comes armed with some crushing instruments of destruction.

From the White House comes the inspiration for **Kaneko**'s *Socks The Cat Rocks The Hill*, the story of a mild mannered tabby who finds himself thrust into the corridors of power...where everyone wants to step on him. The highlights of this game are the comic bosses who resemble famous political figures. If Socks, with his nine lives, makes it to the end of a stage, he'll have to deal with the likes of a stumbling President Ford or Jimmy Carter's smile attack. Your Pak Pundit expects the game to be released in the next few months barring congressional action.

Less controversial will be the *seaQuest DSV* games coming from **T*HQ**. The popular television series will appear in video form for the Super NES and Game Boy. The games are reported to include many aspects of submersible adventure. We should have more on these games and other titles in development soon.



Socks The Cat Rocks The Hill

FUTURE GAMES FOR THE

SUPER NES

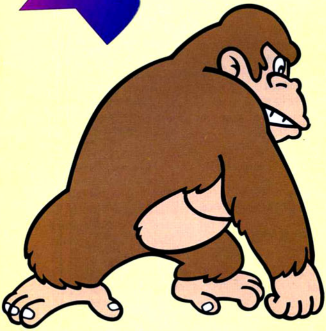
Name	Approximate Release
An American Tale: Fievel Goes West	Summer '94
A.S.P. Air Strike Patrol	Spring '94
Battletech	Fall '94
Beavis And Butthead	Fall '94
Beauty And The Beast	Summer '94
Blackthorne	Summer '94
Breath Of Fire	Summer '94
Bubsy 2	Fall '94
Captain Commando	Fall '94
Clay Fighter Tournament Edition	Summer '94
Crazy Chase	Falll '94
Demon's Blazon	Fall '94
Double Dragon V: The Shadow Falls	Fall '94
Dragon View	Summer '94
FIFA International Soccer	Summer '94
Final Fantasy III	Fall '94
Final Fight Guy	Summer '94
FireTeam Rogue	Fall '94
Future Zone	Fall '94
G2	Fall '94
Impossible Mission 2025	Summer '94
Jammit!	Summer '94
Juggernauts	Fall '94
Jungle Book	Summer '94
Kirby's Tee Shot	Fall '94
Knights of Justice	Fall '94
Liberty or Death	Summer '94
Lord of the Rings	Summer '94
NFL Quarterback Club	Fall '94
Operation Europe	Spring '94
Pocky & Rocky 2	Summer '94
Reign Of Superman	Fall '94
Rise Of The Robots	Summer '94
seaQuest DSV	Fall '94
Socks The Cat Rocks The Hill	Summer '94
Spectre	Summer '94
Speedy Gonzalez	Summer '94
Spike McFang	Summer '94
Stunt Race FX	Summer '94
Super Adventure Island II	Summer '94
Super Bomberman II	Fall '94
Super Pitfall	Fall '94
Super Street Fighter II	Summer '94
Tarzan	Fall '94
Vortex	Fall '94
WorldCup USA 94	Summer '94

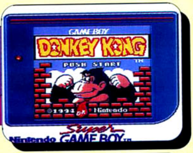
GAME BOY

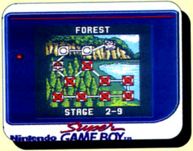
Donkey Kong '94	Summer '94
John Madden Football	Summer '94
Itchy & Scratchy: Miniature Golf Madness	Summer '94
Monster Max	Summer '94
seaQuest DSV	Fall '94

NEXT ISSUE

COMING IN JUNE, VOL. 61

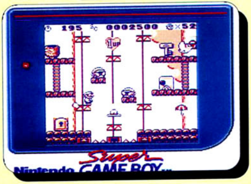



GAME BOY
DONKEY KONG
PUSH START
©1994 Nintendo
Nintendo Super GAME BOY


FOREST
STAGE 2-9
Nintendo Super GAME BOY

DONKEY KONG®

Donkey Kong is back, and he's kidnapped Pauline. Hopping over barrels in a single bound, our hero, Mario, is at it again in this great new Super Game Boy game. If you like Donkey Kong, you'll love this game!


Nintendo Super GAME BOY

SCORE
LEVEL 05
VIRUS 24

Super Game Boy Gallery

Now that you've heard about the Super Game Boy, here's your chance to see what it can do! We'll show you what some of the hottest Game Boy games look like when they're played on it!

OTHER HOT TITLES

Slam Masters
Spike McFang
Fatal Fury II
Beauty & the Beast

GIVE-UP?
SPIKE 01
BIG ROCK 02

NBA JAM CODES

CLASSIFIED INFORMATION

Our agents have found even more special characters you can use to improve your teams. Check out next month's Classified Information!

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 44 (Jan. '93): Magical Quest-Starring Mickey Mouse, Dragon's Eye: Shanghai II, Sonic Blast Man, Equinox, Firepower 2000, Mega Man V, R.C. Pro-Am II, The Jetsons, Incredible Crash Test Dummies, Mega Man III (Game Boy), The Humans (Game Boy), Battleship.
Volume 45 (Feb. '93): Cybernator, Pugsley's Scavenger Hunt, Wing Commander, Jeopardy (Super NES), Aerobiz, Zen Intergalactic Ninja, Bomberman II, Eon Man, Darkwing Duck (Game Boy), Alien³ (Game Boy), The Ren & Stimpy Show, Rampart (Game Boy), The Little Mermaid (Game Boy).
Volume 46 (Mar. '93): Star Fox, Super Strike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien³ (NES), Dragon Warrior IV, Mickey's Safari in Letterland, Widget.
Volume 47 (Apr. '93): Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.
Volume 48 (May. '93): The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalactic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.
Volume 49 (June '93): B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads and Double Dragon, Fire 'n' Ice.
Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES)
Volume 51 (Aug. '93): Street Fighter II Turbo, Zombies Ate My Neighbors, Alien³ (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park(NES), King's Quest V.
Volume 52 (Sept. '93): Final Fight 2, The Seventh Saga, Super Mario All-Stars, Rock 'N' Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop.
Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.
Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.
Volume 55 (Dec. '93): Disney's Aladdin, Clay Fighter, NHL Stanley Cup, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics, Mega Man IV (Game Boy), Mega Man VI (NES), Tetris 2.
Volume 56 (Jan. '94): Mega Man X, Flashback, Claymates, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Battletoads & Double Dragon The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: Radical Rescue, Tetris 2 (Game Boy), Disney's Chip 'N' Dale Rescue Rangers 2.
Volume 57 (Feb. '94): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.
Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).
Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No-Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's The Jungle Book (NES)
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April 29 - May 1	Tukwila, WA	Sears Southcenter Mall
May 6 - May 8	Corpus Christi, TX	Wal*Mart 3829 Hwy 77
May 20 - May 21	New Jersey	PC Richard's Store location to be determined.
June 3- June 5	Bentonville, AR	Wal*Mart
June 3- June 5	Portland, ME	Lechmere
June 3- June 5	Dallas, TX	Incredible Universe 12710 Executive Dr.
June 3- June 5	Arlington, TX	Incredible Universe 102 East I-20
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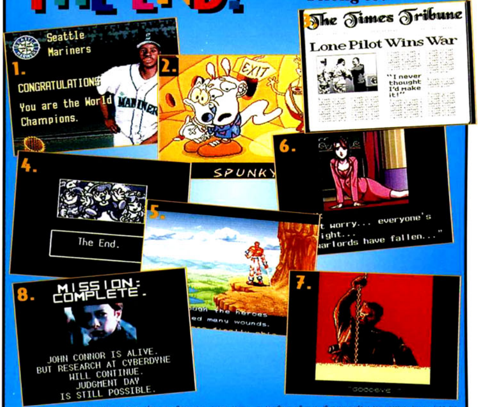
THE END!

Do you know what games these endings belong to?



1.
Seattle Mariners
CONGRATULATIONS
You are the World Champions.
2.
EXIT
3.
The Times Tribune
Lone Pilot Wins War
"I never thought I'd make it!"
4.
The End.
SPUNKY
5.
...ugh the heroes ...ed many wounds.
6.
...t worry... everyone's ...ight... ...arlords have fallen..."
7.
GOODBYE
8.
MISSION: COMPLETE.
JOHN CONNOR IS ALIVE. BUT RESEARCH AT CYBERDYNE WILL CONTINUE. JUDGMENT DAY IS STILL POSSIBLE.

ANSWER KEY: 1. Ken Griffey, Jr. Presents Major League Baseball, 2. Rocko's Modern Life: Spunky's Dangerous Day, 3. Desert Strike: Return to the Gulf, 4. The Twisted Tales of Spike McFang, 5. King of Dragons, 6. X-Kaliber 2097, 7. T2: Judgement Day, 8. T2: The Arcade Game

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